

Dark Sun Player's Handbook

For the 5th Edition of Dungeons & Dragons

Version 2.0 by Gabriel Zenon Wach



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Disclaimer & Credit

It is amazing what you can accomplish if you do not care who gets the credit.

—Harry S. Truman

This is my attempt at converting one of the most amazing and off-the-wall campaign settings ever produced by TSR from the 2nd edition of Dungeons and Dragons to the now current 5th edition. While this contains much of my own work and countless hours went into it, many aspects of it were compiled from the toils of other fervent Dark Sun lovers across the internet. Therefore, I must provide credit to several individuals and organizations for their work which went into this.

- The entire team of Athas.org for their introduction, class and race descriptions, trinkets table, and equipment tables, your work has been invaluable, and I thank you wholeheartedly
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Introduction

“For thousands of years, the Tablelands have remained untouched: its politics frozen in a delicate stalemate, its life in a balance even more delicate. It is true that the Dragon Kings amused themselves with their petty wars, rattling sabers to punctuate the passing of ages. It is true that, occasionally, another city would be swallowed by the wastes.

But there were no surprises. The Dragon Kings steered everything from their omnipotent perches, content in their superiority, but ever thirsting for challenge. All that has changed. The Tablelands have been thrown into turmoil, the likes of which have not been seen since times forgotten. The Dragon Kings have been thrown into confusion, grasping for the tedium they so recently lamented.

And yet I fear the worst is yet to come. Change is in the air, and change has never come gently to Athas.”

—Oronis, sorcerer-king of Kurn

Athas’ savage, primal landscape is the result of long centuries of ecological and magical abuses. The world is dying. It breathes its last gasps as water turns to silt, grasslands become sandy wastes, and jungles decay into stony barrens. Still, life finds ways to endure even in these hellish conditions. In fact, it thrives.

Children growing up beneath the crimson sun don’t aspire to become heroes. True heroes who champion causes or try to make the world a better place are as rare as steel on Athas. Living to see the next dawn is more important than defending a set of beliefs, so survival ultimately motivates all living creatures—not virtue or righteousness.

Today, Athas rushes toward its future. If the course of destruction is to be diverted, if Athas is to be restored, then heroes must grab the reins of destiny and give new hope and promise to the world. It will not be easy. In fact, it will be extremely difficult. But it is possible. The denizens of the Tablelands have suffered under oppression for thousands of years, and now, a boiling point has been reached. Perhaps not today, perhaps not tomorrow, but someday, change will come.

Ten Things You Need to Know

Every player needs to know and remember these facts about the world of Athas.

1. Dark Sun is Different from Traditional D&D.

Many monsters, classes, spells or magic items from the core rulebooks simply are not available in Athas. Many races were extinguished from Athas during the Cleansing Wars. This is because Athas has a very different background than most D&D settings. Check with your DM to see which options you have to choose from before building your character.

2. Tone and Attitude.

Athas puts the survival of the fittest concept to its fullest. Those who cannot adapt to endure the tyrannical sorcerer-kings, the unrelenting sun, or the many dangers of the wastes will certainly perish. Illiteracy and slavery are commonplace, while magic is feared and hated. The term “hero” has a very different meaning on Athas.

3. A Burnt World.

Thousands of years of reckless spellcasting and epic wars have turned Athas into a barren world, on the verge of an ecological collapse. From the first moments of dawn until the last twinkling of dusk, the crimson sun shimmers in the olive-tinged sky like a fiery puddle of blood, creating temperatures up to 150° F (65° C) by late afternoon. Water is scarce, so most Athasians need to come up with alternative solutions for dealing with the heat or perish.

4. A World Without Metal.

Metals are very rare on Athas. Its scarcity has forced Athasians to rely on barter and different materials, such as ceramic, to use as currency. It also hampers industrial and economic development as well; mills and workshops rarely have quality tools to produce everyday products. Even though most Athasians have developed ways of creating weapons and armor made of nonmetallic components, but the advantage of having metal equipment in battle is huge.

5. The Will and The Way.

From the lowliest slave to the most powerful sorcerer-king, psionics pervade all levels of Athasian society. Virtually every individual has some mental ability, and every city-state has some sort of psionic academy available. Athasians use the term Will to refer to someone's innate ability for psionics and the Way for the study of psionics.

6. A World Without Gods.

Athas is a world without true deities. Powerful sorcerer-kings often masquerade as gods but, though their powers are great and their worshippers many, they are not true gods. Arcane magic requires life force, either from plants or animals, to be used. All divine power comes from the Elemental planes and the spirits of the land that inhabit geographic features.

7. Planar Insulation.

Barriers exist between Athas and other planes. In the case of other planes of existence, the Gray impedes planar travel, except to the Elemental Planes. Consequently, travel via spelljamming is impossible, and planar travel is much more difficult. The same holds true for those trying to contact or reach Athas. The barrier formed by the Gray impedes travel in both directions.

8. The Struggle For Survival.

The basic necessities of life are scarce on Athas. This means that every society must devote itself to attaining food and safeguarding its water supply, while protecting themselves from raiding tribes, Tyr-storms, and other city-states. This essentially means that most Athasian must devote a large deal of their lives just to survive.

9. The Seven City-states.

The Tyr Region is the center of the world of Athas, at least as far as the people of the seven city-states are concerned. It's here, along the shores of the Silt Sea and in the shadows of the Ringing Mountains that civilization clings to a few scattered areas of fertile land and fresh water. The majority of the population lives in the city-states of Tyr, Urik, Raam, Draji, Nibenay, Gulg, and Balic. The remainder lives in remote villages built around oases and wells, or wanders about in nomadic tribes searching for what they need to survive.

10. New Races.

In addition to the common player character races found in the Player's Handbook, players can choose to play half-giants, muls, and Thri-kreen in Dark Sun. Half-giants are creatures with great strength, but dull wits. Muls are a hybrid race that combines the natural dwarven resilience and stubbornness with the adaptability from humans. Thri-kreen are insectoid creatures that roam the Athasian wastes in search for prey. Aarakocra are avian freedom-loving creatures, but extremely zealous and xenophobic.

Chapter I: Races

“I live in a world of fire and sand. The crimson sun scorches the life from anything that crawls or flies, and storms of sand scour the foliage from the barren ground. Lightning strikes from the cloudless sky, and peals of thunder roll unexplained across the vast tablelands. Even the wind, dry and searing as a kiln, can kill a man with thirst.”

—The Wanderer’s Journal

Athas is a world of many races, from the Gith who wander the deserts, to the Tembos, persistent in their stalking. Giants terrorize the Silt Sea, while Belgoi steal grown men in the night. The magic of the Pristine Tower produces the New Races; most never see a second generation. Despite the variety of intelligent life, only a few races have the numbers to significantly impact the politics of the Tablelands.

Though the races of the Dark Sun campaign setting resemble those of other campaign worlds, it is frequently in name only. The insular elves roam the Tablelands, trusted by no one but their own tribe-mates. Halflings are feral creatures, possessed of a taste for human flesh. Hairless dwarves work endlessly, their entire perception of the world filtered through the lens of a single, all-consuming task. Unsleping thri-kreen roam the wastes, always hunting their next meal. The four new races presented in this chapter are:

Aarakocra, avian freedom-loving creatures, but extremely zealous and xenophobic.

Half-giants, a race that combines great strength, but dull wits, from their giant heritage; with the agility of their human forbearers.

Muls, a hybrid race that combines the natural Dwarven resilience and stubbornness with the adaptability from humans.

Thri-kreen, insectoid creatures, these natural hunters roam the Athasian wastes in search for prey.

Humans

“Humans are fools, and hopelessly naive as well. They outnumber us; they are everywhere, and yet they have no more sense of their strength than a rat. Let us hope that the Datto remain that way.”

—Dukkoti Nightrunner, elven warrior

While not the strongest race, nor the quickest, humans have dominated the Tablelands for the last three thousand years.

Personality: More than other races, human personality is shaped by their social standing and background.

Physical Description: Human males average 6 feet tall and 200 lbs, while smaller females average 5 1/2 feet and 140 pounds. Color of eyes, skin, and hair, and other physical features vary wildly; enlarged noses, webbed feet or extra digits are not uncommon.

Relations: Human treatment of other races is usually based on what their culture has taught them. In large settlements, such as in city-states, close proximity with many races leads to a suspicious unfriendly tolerance.

Alignment: Humans have no racial tendency toward any specific alignment.

Human Lands: Humans can be found anywhere, from the great city-states to the barren wastes.

Magic: Most humans fear and hate arcane magic, forming mobs to kill vulnerable wizards.

Psionics: Humans see the Way as a natural part of daily life, and readily become psions.

Religion: Most humans pay homage to the elements. Draji and Gulgs often worship their monarchs.

Language: Most humans speak the common tongue. Nobles and artisans within a given city-state usually speak the city language, but slaves typically only speak Common.

Names: Nobles, artisans and traders use titles or surnames; some simply use one name.

Male Names: Asticles, Tithian, Vordon, Pavek, Trenbull Al’Raam’ke

Female Names: Akassia, Zanthiros, Essen of Rees, Neeva, Sadira

Adventurers: Some human adventurers seek treasure; others adventure for religious purposes as clerics or druids; others seek companionship or simply survival.

Racial Traits:

Ability Score Increase. Your ability scores each increase by 1.

Speed. Your base land speed is 30 feet.

Size. Your size is Medium.

Languages. You can speak Common and one extra language of your choice. Humans typically learn the languages of other people they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Elvish dance lyrics, Halfling battle cries, and so on.

Aarakocra

“You are all slaves. You all suffer from the tyranny of the ground. Only in the company of clouds will you find the true meaning of freedom.”

— Kekko Cloud-Brother, aarakocra cleric

Aarakocra are the most commonly encountered bird-people of the Tablelands. Some are from Winter Nest in the White Mountains near Kurn, while others are from smaller tribes scattered in the Ringing Mountains and elsewhere. These freedom-loving creatures rarely leave their homes high in the mountains, but sometimes, either as young wanderers or cautious adventurers, they venture into the inhabited regions of the Tablelands.

Personality: These bird-people can spend hours riding the wind currents of the mountains, soaring in the olive-tinged Athasian sky. While traveling, aarakocra prefer to fly high above to get a good view all-around of their location and detect any threats well in advance. When they stop to rest, they tend to perch on high peaks or tall buildings. Enclosed spaces threaten the aarakocra, who have a racial fear of being anywhere they cannot stretch their wings. This claustrophobia affects their behavior. Unless it is absolutely necessary, no aarakocra will enter a cave or enclosed building, or even a narrow canyon.

Physical Description: Aarakocra stand 6 1/2 to 8 feet tall, with a wingspan of about 20 feet. They have black eyes, gray beaks, and from a distance they resemble lanky disheveled vultures. Aarakocra plumage ranges from silver white to brown, even pale blue. Male aarakocra weigh around 100 pounds, while females average 85 pounds. An aarakocra's beak comprises much of its head, and it can be used in combat. At the center of their wings, aarakocra have three-fingered hands with an opposable thumb, and the talons of their feet are just as dexterous. While flying, aarakocra can use their feet as hands, but while walking, they use their wing-hands to carry weapons or equipment. Aarakocra have a bony plate in their chest (the breastbone), which provides protection from blows. However, most of their bones are hollow and brittle and break more easily than most humanoids. The aarakocra's unusual build means they have difficulty finding armor, unless it has been specifically made for aarakocra. Aarakocra usually live between 30 and 40 years.

Relations: Aarakocra zealously defend their homeland. They are distrustful of strangers that venture onto their lands. Many of the southern tribes exact tolls on all caravans passing through their lands, sometimes kidnapping scouts or lone riders until tribute is paid. Tribute can take the form of livestock or shiny objects, which aarakocra covet. Some evil tribes may attack caravans without provocation. Aarakocra have great confidence and pride in their ability to fly, but have little empathy for land-bound races.

Alignment: Aarakocra tend towards neutrality with regard to law or chaos. With respect to good and evil, Aarakocra tribes usually follow the alignment of their leader. A tribe whose leader is neutral good will contain lawful good, neutral good, chaotic good and neutral members, with most members being neutral good. Aarakocra, even good ones, rarely help out strangers.

Aarakocra Lands: Most Aarakocra communities are small nomadic tribes. Some prey on caravans, while others or build isolated aeries high in the mountains. The least xenophobic aarakocra generally come from Winter Nest, in the White Mountains, a tribe allied with the city-state of Kurn. Of all the human communities, only Kurn builds perches especially made for aarakocra to rest and do business. In contrast, king Daskinor of Eldaarich has ordered the capture and extermination of all aarakocra. Other human communities tolerate Aarakocra characters but do not welcome them. Merchants will do business with aarakocra as long as they remain on foot. Most land-bound creatures are suspicious of strange creatures that fly over their herds or lands unannounced, and templars, even in Kurn, have standing orders to attack creatures that fly over the city walls without permission.

Magic: Most Aarakocra tribes shun wizardly magic, but a few evil tribes have defilers, and one prominent good-aligned tribe, Winter's Nest, has several preservers.

Psionics: Aarakocra are as familiar with psionics as other races of the tablelands. They particularly excel in the psychoportation discipline. In spite of their low strength and constitutions, they excel as psychic warriors, often using ranged touch powers from above to terrifying effect.

Religion: Aarakocra shamans are usually air clerics, sometimes sun clerics, and occasionally druids. Most rituals of Aarakocra society involve the summoning of an air elemental, or Hraak'thunn in Auran (although an aarakocra would call their language Silvaarak, and not Auran). Summoned air elementals are often used in an important ritual, the Hunt. The Aarakocra coming of age ceremony involves hunting the great beasts found in the Silt Sea.

Language: Athasian aarakocra speak Auran. Aarakocra have no written language of their own, though some of the more sophisticated tribes have borrowed alphabets from their land-bound neighbors. Regardless of the language spoken, aarakocra do not possess lips, and therefore cannot even approximate the 'm', 'b' or 'p' sounds. They have difficulty also with their 'f's and 'v's, and tend to pronounce these as 'th' sounds.

Male Names: Akthag, Awnunaak, Cawthra, Driikaak, Gazzijja, Kraah, Krekkekelar, Nakaaka, Thraka.

Female Names: Arraako, Kariko, Kekko, Lisako, Troho.

Adventurers: Adventuring aarakocra are usually young adults with a taste for the unknown. They are usually curious, strong-minded individuals that wish to experience the lives of the land-bound peoples. Good tribes see these young ones as undisciplined individuals, but can tolerate this behavior. Evil tribes may view this sort of adventurous behavior as treacherous, and may even hunt down the rogue member.

Aarakocra Society: The aarakocra have a tribal society. The civilized tribes of Winter Nest form the largest known community of aarakocra in the Tyr region. Though their communities are led by a chieftain, the aarakocra have a great love of personal freedom. So while the chieftain makes all major decisions for the community, unless she consults with the tribal elders and builds a strong consensus within the tribe first, her decisions may be ignored.

Air and sun shamans play an important role in aarakocra societies. Aarakocra worship the sun because it provides them with the thermals they need to soar. The air shamans of Winter Nest lead their community in daily worship of the air spirits.

Aarakocra of Winter Nest have a deep and abiding respect for the gifts of nature and little patience for those who abuse those gifts. They look after the natural resources of the White Mountains and have been known to punish those who despoil or abuse them.

In more primitive societies, female aarakocra rarely travel far from the safety of the nest, and focus solely on raising the young. In Winter Nest, both sexes participate in all aspects of society, with females more often elected by the elders to be chieftains.

Aarakocra believe that their ability to fly makes them superior to all other races and thus they have great confidence and pride in themselves. Though they often express sympathy for people unable to fly, this more often comes across as condescending.

Aarakocra are carnivores, but do not eat intelligent prey.

Roleplaying Suggestions: Loneliness doesn't bother you like it bothers people of other races. You loathe the heat and stink of the cities, and long for cold, clean mountain air. The spectacle and movement of so many sentient beings fascinates you, but watching them from above satisfies your curiosity. The very thought of being caught in a crowd of creatures, pinned so tight that you can't move your own wings, fills you with terror.

You are friendly enough with people of other races, provided they respect your physical distance, and are willing to be the ones that approach you. You form relationships with individuals, but don't involve yourself in the politics of other racial communities – in such matters you prefer to watch from above and to keep your opinions to yourself unless asked.

You prefer to enter buildings through a window rather than through a door. Your instincts are to keep several scattered, hidden, nests throughout the areas that you travel regularly: one never knows when one might need a high place to rest. Remember your love of heights and claustrophobia, and rely on Aarakocra skills and tactics (dive-bombing). Take advantage of your flying ability to scout out the area and keep a “bird's eye view” of every situation.

Racial Traits:

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Speed. Your base land speed is 25 feet. You also have a fly speed of 30 feet (see Wings below).

Size. Your size is Medium.

Keen Senses. You have proficiency in the Perception skill and may double your proficiency bonus on any skill check that involves sight.

Low-Light Vision: Aarakocra can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.

Child of the High Mountains. Aarakocra have advantage on saving throws against lightning and thunder damage, as well as against spells or powers that manipulate air, such as *gust of wind*, *wind wall*, or an air elemental's *whirlwind* power.

Wings. An aarakocra's impressive wingspan allows them to fly at great speeds, but they may not hover. In order to fly, an aarakocra must have a minimum of 10 feet of open space on either side of them and 30 feet of open space above, below them or any combination (taking off from a ledge 15 feet above the ground and 15 feet below the ceiling is appropriate). An aarakocra who has been restrained, either by a spell, net, lasso, grapple or other effect may not fly. An aarakocra is also prevented from flying while wearing heavy armor or while carrying a heavy load. (At 5th level, your fly speed increases to 50 feet.)

Dive Attack. An aarakocra who flies at least 30 feet during a round, and has descended at least 20 feet at the end of that movement, deals one additional die of damage with the first melee attack made during that round.

Talons. Aarakocra possess powerful talons on their feet. They may choose to deal 1d4 slashing damage with their unarmed attacks instead of the normal 1 point of bludgeoning damage. Aarakocra monks and those trained in similar forms of unarmed combat, deal unarmed damage as their class indicates, but may choose to deal either bludgeoning or slashing damage with each unarmed attack.

Languages. You can speak, read and write both Common and Auran.

Dwarves

“The worst thing you can say to a dwarf is ‘It can’t be done.’ If he’s already decided to do it, he may never speak to you again. If he hasn’t decided to take up the task, he may commit himself to it simply out of spite. ‘Impossible’ is not a concept most dwarves understand. Anything can be done, with enough determination.”

—Sha’len, Nibenese trader

Dwarves form a good part of the people encountered in the Tablelands. These strong and devoted beings live to fulfill their focus, a task they choose to devote their lives to. Stubborn and strong-minded, dwarves make good companions, even though their usual focused nature can tend to be bothersome.

Personality: Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks. Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

Physical Description: The dwarves of the Tablelands stand 4 1/2 to 5 feet tall, with big muscular limbs and a strong build. They weigh on average 200 lbs. Dwarves are hairless, and find the very idea of hair repulsive. They have deeply tanned skin, and rarely decorate it with tattoos. Dwarves can live up to 250 years.

Relations: A dwarf’s relation with others is often a function of his focus. People that help the dwarf accomplish his focus or share his goals are treated with respect and considered good companions. There is little room for compromise, though, with those that disagree with the dwarf’s focus. If they hinder the dwarf, they are considered obstacles that must be removed. Community is important to the dwarves. Dwarves have a very strong racial affinity. They rarely share their history with non-dwarves; it can take years for a stranger to gain enough trust to be admitted into a Dwarven family circle.

Alignment: Dwarves tend towards a lawful alignment, with most members either good or neutral. Their devotion to following the established hierarchy in their village means they tend to follow the rules, sometimes to the point of ridicule.

Dwarven Lands: There are three main Dwarven settlements in the Tablelands: Kled, located near the city-state of Tyr, and the twin villages of North and South Ledopolus located in the southwestern edge of the Tablelands. Some Dwarven communities have developed in the city-states and in some small villages, while other dwarves have taken up residence with the slave tribes of the wastes.

Magic: Like most peoples, dwarves have an aversion to wizardly magic, and they are the least amenable to changing their minds about anything. Dwarves rarely take to the wizardly arts; the few that do are usually shunned from respectable Dwarven society. Some dwarves will travel with a wizard who proves himself a worthy companion, but few dwarves will truly ever trust a wizard.

Psionics: Like almost everything that they do, dwarves take to psionics with a vengeance. They make formidable egoists and nomads.

Religion: Dwarven communities are ruled by their elders; dwarves are particularly devoted to their community leader, the Urhnomous. Dwarves typically worship elemental earth. Fire is sometimes worshiped for its destructive power and water for its healing nature. Air’s intangibility and chaotic nature attracts few Dwarven worshippers. Dwarven druids are unusual, and tend to devote themselves to a particular area of guarded land.

Language: Dwarves have a long and proud oral history. They have an old written language, but this is mostly used for writing histories. Dwarves will not teach their ancient language to outsiders, they prefer to keep that knowledge to themselves. The Dwarven language is deep and throaty, composed of many guttural sounds and harsh exclamations. Most non-dwarves get raw throats if they try to speak Dwarven for more than a few hours.

Names: A dwarf's name is usually granted to him by his clan leader after he completes his first focus.

Male Names: Baranus, Biirgaz, Bontar, Brul, Caelum, Caro, Daled, Drog, Fyra, Ghedran, Gralth, Gram, Jurgan, Lyanius, Murd, Nati, Portek.

Female Names: Ardin, Erda, Ghava, Greshin, Gudak, Lazra, N'kadir, Palashi, Vashara.

Adventurers: Dwarves adventure for different reasons. Sometimes they may adventure in order to learn about the Tablelands, although these curious adventurers tend to be young and brash. Many adventuring dwarves travel the Tablelands to complete their focus because sometimes a task may take them away from their communities. Some search for ancient Dwarven villages and the treasures they contain.

Dwarf Society: No dwarf is more content than while working toward the resolution of some cause. This task, called a focus, is approached with single-minded direction for the dwarf's entire life, if need be, though most foci require considerable less time.

Free dwarves form communities based on clans, and are much focused on family. Ties of blood are honored and respected above all others, except the focus. Family honor is important to every dwarf, because an act that brings praise or shame in one generation is passed down to the family members of the next generation. There is no concept in the minds of dwarves of not following these family ties.

Dwarven communities are found in many types of terrain, from mountains and deserts to near human cities. Most communities are small, rarely exceeding 300 members and are usually formed of extended families linked by a common ancestor. Community leaders are called Urhnomous (over-leader). Each clan is lead by an uhrnius (leader).

Most free dwarves earn their money through trade. Those that stand out in this category are Dwarven metal smiths and mercenaries. Most Athasians acknowledge Dwarven forged metal to be among the best. Some Dwarves even act as metal scavengers, seeking steel scraps where ever they can be found to sell to the smiths. Dwarven mercenaries are highly prized because once their loyalty is purchased it is never changed.

Roleplaying Suggestions: Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. Keep a serious, sober attitude nearly always. The only time you show your festive side is when you have recently fulfilled a focus, during the hours or days until you set a new focus.

Only during these brief days of fulfillment, and only to other dwarves and your most trusted non-Dwarven friends, do you show your full joy and sense of humor. But these days are also a time of vulnerability, for until you set a new focus you lose all of your special focus-related bonuses.

Racial Traits:

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Speed. Your base land speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Size. Your size is Medium.

Darkvision. You can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Dwarves can function fine with no light at all.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Weapon Familiarity. You have proficiency with the ugrush.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Focus: You gain a +1 bonus on all checks directly related to your focus. This includes a skill bonus, an attack bonus, a damage bonus, or a saving throw bonus, or even a bonus to manifestation or spell save DCs.

Defiled Skin. You have a +2 bonus on saving throws against spells and other magical effects.

Languages. You can speak Common and Dwarvish. Dwarves dislike learning any languages besides those specifically necessary towards the completion of their focus, and will rarely speak Dwarvish in the presence of outsiders.

Elves

“Honor? The word does not exist in the Elven language.”

—Tharak, human guard

Athas’ deserts, plains, steppes and badlands are home to the elves, a long-limbed race of trading, raiding, thieving sprinters. Running is the key to acceptance and respect among elves. Elves that are injured and cannot run are often left behind to die.

Personality: Other races see elves as dishonest and lazy; generally a fair assessment. Elves idle around their time for days until compelled by need to exert themselves, but they can run for days without complaint. No self-respecting elf will consent to ride an animal. To do so is dishonorable; Elven custom dictates that individuals keep up or be left behind. Elves prefer to lead short, happy lives rather than long, boring ones. Seeing the future as a dark, deadly place, they prefer to live in “the now,” enjoying each fleeting moment. They thrive in open spaces, and tend to wither in captivity.

Physical Description: Elves stand between 6 and 7 feet tall, with lean builds; angular, deeply etched features; and no facial hair. They dress in garb designed to protect from the desert and elements.

Relations: Elves tend to keep to their own tribe and their proven friends unless they have some sort of an angle—something to sell, or some deception to pass off. Strangers are potential enemies waiting to take advantage of them, so elves look for every opportunity to win the advantage. If an elf believes that a companion might make a worthy friend, the elf devises a series of “tests” of trust that allow the companion to prove that their friendship is “stronger than the bonds of death,” as elves say. Once a stranger has gained an elf’s trust, he is forever that elf’s friend. If this trust is ever betrayed, it is gone forever.

Alignment: Elves tend towards chaos because of their love of freedom, variety and self-expression. With respect to good and evil, elves tend towards neutrality, although their behavior leans towards good – even self-sacrifice — where the good of their tribe is at stake. Although they’ll steal everything in sight, elves are not murderous. They rarely attack anyone except those who threaten them or stand in their way.

Elven Lands: Always at home when running in the wastes, elves often act as if all plains and badlands were Elven lands. However, since most elves are loath to settle or build, they can rarely enforce their claims. Elven tribes make a living either through herding, raiding or trading; most tribes have at one time or another plied their hand at all three of these occupations. A tribe’s current occupation usually determines which lands they currently claim as their own. Elven herders claim grazing lands. Elven raiders claim lands crossed by trade routes. Elven traders claim no lands, but wander in search of bargains and loose purses.

Magic: Of all Tableland races, elves have the greatest affinity towards and acceptance of arcane practices.

Psionics: Persistence is not an Elven strong suit, so Elven will is often weaker than that of other races. A few elves study the Way to win one more advantage in battle and trade.

Religion: Elves revere Coraanu Star Racer as the ideal “First Elf – the warrior thief” the embodiment of all that elves wish to be, basing their calendar on his life and honoring his myth with exquisite song, dance and

celebration. Many elves worship the elements; particularly air, which they associate with freedom, swiftness and song. Elves also honor and swear by the moons, perhaps because low-light vision turns moonlight into an Elven advantage.

Language: Elves of Athas share a common language and can communicate easily with each other, although each tribe has its own distinct dialect. The Elven language is filled with short, clipped words, runs with a rapid staccato pace and is difficult for novices to pick up. Disdaining the slow tedious languages of other races, most elves condescend to learn the Common speech for trade. Elves that learn other tongues often hide their ability.

Names: Whether slave or free, elves prefer to keep Elven names. Tribe members take the tribe name as surname. Elves treat the naming of young runners as a sacred responsibility, naming the children of the tribe after the first interesting thing that they do while learning to run. Elves believe with the appropriate name, a child can grow to greatness, but with the wrong name, the elf may vanish in the wastes. Sometimes a child's name is changed because of an extraordinary deed performed during an elf's rite of passage.

Male Names: Botuu (Water Runner), Coraanu (First Elf, the Warrior Thief), Dukkoti (Wind Fighter), Haaku (Two Daggers), Lobuu (First Runner), Mutami (Laughs at Sun), Nuuko (Sky Hunter), Traako (Metal Stealer).

Female Names: Alaa (Bird Chaser), Ekee (Wild Dancer), Guuta (Singing Sword), Hukaa (Fire Leaper), Ittee (Dancing Bow), Nuuta (Quiet Hunter), Utaa (Laughing Moon)

Tribe (Clan) Names: Clearwater Tribe (Fireshaper, Graffyon, Graystar, Lightning, Onyx, Sandrunner, Seafoam, Silverleaf, Songweaver, Steeljaw, Wavedivers, Windriders clans); Night Runner Tribe (Dark Moons, Full Moons, Half Moons, Lone Moons, New Moons, Quarter Moons clans); Shadow Tribe; Silt Stalker Tribe (Fire Bow, Fire Dagger, Fire Sword clans); Silver Hand Tribe; Sky Singer Tribe (Dawnchaser, Dayjumper, Twilightcatcher clans); Swiftwing Tribe; Water Hunter Tribe (Raindancer, Poolrunner, Lakesinger clans); Wind Dancer Tribe (Airhunter, Breezechaser clans)

Adventurers: Elves often take up adventuring out of wanderlust, but those that persist in adventuring generally do so out of desire for profit, glory, revenge, or out of loyalty to traveling companions who have won their friendship. Elves love to boast of their accomplishments or have their deeds woven into song. Elves often hoard keepsakes from a memorable raids; some quilt pieces of stolen clothing into their cloaks. Little pleases elves as much as to flaunt a stolen item in front of its original owner. Elven custom dictates that the victim should acknowledge the accomplishment by congratulating the thief on his possession of such an attractive item. Those who fail to show such gallantry are considered poor sports. Adventurers who keep their tribal membership should give their chief periodic choice of the treasure that they have won. Holding out on a chief suggests lack of loyalty to the tribe.

Elf Society: Elves have an intense tribal unity that does not extend beyond their own tribe. Elves from other tribes are considered potential enemies as much as any other creature. Within a tribe all elves are considered equal with one exception, the chief. The chief rules for life and makes the major decisions concerning the tribe. The method of choosing the chief varies from tribe to tribe, with some electing the individual who demonstrates the most qualities of leadership while the leadership in other tribes is inherited by the descendants of the previous chief. Elves do not spend vast amounts of time huddled in conference or following their chief's orders. Their love of freedom keeps elves from becoming embroiled in the complicated court intrigues that other races face. They prefer to engage in intrigues directed against outsiders.

Only with considerable effort and intent can a stranger become accepted by an elf tribe or even an individual elf. The stranger must show bravery and a willingness to sacrifice for the elf to earn acceptance. Being an elf does not increase a stranger's chances of being accepted by a tribe.

When in the company of outsiders, elves create tests of trust and friendship constantly for their companions. This continues until either the companions fail a test, in which case they will never earn the elf's trust, or they succeed in passing enough tests to convince the elf to accept them.

Years of conditioning have instilled within all elves the ability to move quickly over sandy and rocky terrain and run for long distances. Because of this natural maneuverability, elves spurn the riding of beasts for transportation. To do so is dishonorable. The Elven custom is keep up on one's own or be left behind.

Elven culture is rich and diverse, with elf song and dance being the most captivating in the Tablelands. They have turned celebrating into an art form. Elven songs and celebrations revolve around heroes of the tribe both ancient and current members. When a hunt goes well, a tribe showers the hunt master with praise. To celebrate a marriage, elves dance to the tales of long remembered lovers.

Elves have the reputation as being lazy and deceitful, which in most cases is true. They desire to lead short, happy lives as opposed to long, sad ones. This leads the elves to focus on the present rather than plan for or expect consequences in the future.

However, elves do work. Though most elves provide for themselves and their tribe through herding, all elves have a propensity for raiding. Others become merchants and some thieves. In many cases others find it difficult to see the distinction. Though they detest hard labor, elves will spend hours negotiating with potential customers.

Roleplaying Suggestions: Rely on Elven combat skills (distance, bows, and fighting by the light of the moons and stars). Use Elven noncombat skills and philosophy (running, escape from entangling situations or relationships). When someone professes to be your friend, dismiss them at first and then later, offer them a test of trust. Don't tell them that it is a test, of course. Ask them to give you one of their prize possessions, for example, or leave your own valuables out and see if they take advantage of you. Pretend to sleep, and find out what they say about you when they think you are not listening. Some elves go as far as to allow themselves to be captured to see if the presumed friend will rescue them!

Racial Traits:

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Speed. Your base land speed is 40 feet.

Size. Your size is Medium.

Low-Light Vision. Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.

Keen Senses. You are proficient in the Perception skill.

Hunter of the Wastes. You are proficient with all bows and the Elven longblade.

Athasian Resistance. You have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. You treat extreme heat or cold as if it were only very hot or cold, but suffer normally from abysmal heat or from magical/supernatural heat and cold.

Elf Run: After a minute or warm-up and a Constitution check (DC 10), you can induce an elf run state. This state allows you to hustle for long distances as easily as a human can hustle. Each day that you continue the elf run, you must make additional Constitution checks to maintain the elf run state: A very easy check (DC 5) on the second day, an easy check (DC 10) on the third day, an average check (DC 15) on the fourth day, a difficult check (DC20) on the fifth day, and a very difficult check (DC 25) on the sixth day. Once you fail your constitution check, you lose the elf run benefits and suffer a level of exhaustion. After a full day's rest, you may attempt again to induce an elf run state. With a group of elves, runners add their leaders Charisma bonus both to their movement rate and to any Constitution checks related to movement.

Defiled Skin. You have a +2 bonus on saving throws against spells and other magical effects.

Languages. You can speak Common and Elven. Elves, much like Dwarves, disdain learning languages besides Elven except for trade, and if not engaged in trade, will hide their knowledge from other Elves.

Half-Elves

“People are no good. You can only trust animals and the bottle.”

—Delmao, half-Elven thief

Unlike the parents of mul, elves and humans are often attracted to each other. Half-elves are typically the unwanted product of a casual interracial encounter.

Personality: Half-elves are notorious loners. Many Athasians believe that half-elves combine the worst traits of both races, but the most difficult aspect of half-elves – their lack of self-confidence – comes not from their mixed origins but rather from a life of rejection from both parent races. Half-elves try in vain to gain the respect of humans or elves.

Physical Description: Averaging over six feet tall, half-elves combine Elven dexterity with human resilience. Bulkier than elves, most half-elves find it easier to pass themselves off as full humans than as full elves, but all have some features that hint at their Elven heritage.

Relations: Humans distrust the half-elf’s Elven nature, while elves have no use for their mixed-blood children; Elven traditions demand that such children be left behind. Human society gives half-elves have a better chance of survival, but even less kindness. Half-elves sometimes find friendship among mul or even Thri-kreen. Half-elves will cooperate with companions when necessary, but find it difficult to rely on anyone. Many half-elves also turn to the animal world for company, training creatures to be servants and friends. Ironically, the survival skills and animal affinity that half-elves developed to cope with isolation make them valuable beast handlers in human society.

Alignment: Lawful and neutral half-elves labor for acceptance from a parent race, while chaotic ones have given up on acceptance, electing instead to reject the society that has rejected them.

Half-Elven Lands: Despite their unique nature, half-elves don’t form communities. The few half-elves that settle down tend to live among humans who, unlike elves, at least find a use for them.

Magic: Half-elves often take up arcane studies, because it is a solitary calling.

Psionics: Mastery of the Way often provides the independence and self-knowledge that half-elves seek, and membership in a psionic academy can provide the half-elf with acceptance.

Religion: Because of their alienation from society and their affinity with animals, half-elves make excellent druids. Some half-elves turn their resentment of society into a profession and become sullen, bullying templars. As clerics, they are drawn to water’s healing influence.

Language: Half-elves all speak the Common tongue. A few half-elves pick up the Elven language.

Names: Half-elves nearly always have human names. Unable to run as elves, they never receive Elven given names, or acceptance in an Elven tribe that they could use as surname.

Adventurers: In a party, half-elves often seem detached and aloof.

Half-Elf Society: Unlike other races, half-elves do not consider themselves a separate race, and, with very few exceptions, do not try to form half-Elven communities. A half-elf's life is typically harder than either a human's or an elf's. It is difficult for half-elves to find acceptance within either Elven or human society. Elves have not tolerance for those of mixed heritage, while humans do not trust their Elvish side. On the whole, humans are far more tolerant of half-elves than elves, who often refuse to allow such children into their tribes, and are likely to cast the half-elf's mother from the tribe as well.

Most half-elves consider themselves outsiders to all society and tend to wander throughout their entire lives, going through life as an outsider and loner. Half-elves are forced to develop a high level of self-reliance. Most half-elves take great pride in their self-reliance, but this pride often makes half-elves seem aloof to others. For many half-elves the detachment is a defensive mechanism to deal with a desire for acceptance from either human or Elven society that will likely never come. Some half-elves turn to the animal world for company, training creatures to be servants and friends.

Roleplaying Suggestions: Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self-reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self-reliance, refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously. From your childhood, your closest friendships have been with animals. Other half-elves do not interest you. As time goes by and you learn from experience, you will find that you can also get along with other races neither human nor Elven: dwarves, muls, even thri-kreen. You don't feel the terrible need for their approval, and yet they give it more readily.

Racial Traits:

Ability Score Increase. Your Dexterity score increases by 2, and two other ability scores of your choice increase by 1.

Speed. Your base land speed is 30 feet.

Size. Your size is Medium.

Low-Light Vision. Half-Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.

Of Two Worlds. You gain advantage on Deception checks made to deceive others about your race.

Skill Versatility. You are gain proficiency in two skills of your choice.

Animal Wastelanders. You have advantage on Animal Handling checks and Survival checks related to Animal tracks.

Languages. You can speak Common, Elven and one other language of your choice. Half-Elves often travel amongst the many different races of Athas, belonging to no one group, and therefore pick up the languages of the native inhabitants.

Half-Giants

“Mind of a child, strength of three grown men. I’ve seen a half-giant tear the walls out of a building because he wanted a better look at the tattoos on a mul inside.

—Daro, human trader

Legend has it that in ages past, a sorcerer-queen used wizardry to beget a union of giant and human in order to create a race of powerful slaves. Whatever the truth of this legend, the half-giant race has increased in number and is now fairly common especially in human controlled lands near the shore of the Sea of Silt. Half-giants gain great strength, but dull wits, from their giant heritage, and are nearly as agile as their human forbearers.

Personality: Because of their artificial origins, there is no half-giant culture, tradition or homeland. Half-giants readily imitate the customs and cultures of their neighbors. Half-giants often display curiosity, a willingness to learn, and a general tendency towards kindness.

Physical Description: Physically, the half-giant is enormous, standing about 11 1/2 feet tall and weighing around 1,200 pounds. Half-giants have thick hair, which is often kept braided (especially among females) or in a single tail that hangs behind the head and down the back. They dress in garb suitable to their occupation or environment. Half-giants mature at about 24 years of age and can live about 170 years.

Relations: The most powerful warriors on Athas, half-giants seem content to dwell in humanity’s shadow. Half-giants tend to be friendly and eager to please, adopting the lifestyles, skills, and values of those they admire. A half-giant character who encounters a new situation looks around him to see what other people are doing. For example, a half-giant character that happens upon a Dwarven stone quarry may watch the dwarves, and then start quarrying stone himself. If he can make a living at it, he will continue to quarry stone just like his neighbor dwarves do; otherwise he will move on to something else.

Alignment: Half-giants can switch attitudes very quickly, taking on new values to fit new situations. A half-giant whose peaceful farming life is disrupted by marauders may soon adopt the morals of the renegades who sacked his village. A half-giant’s nature is to switch his alignment aspect to imitate or otherwise react to a significant change around him.

Half-Giant Lands: Half-giants are most often found in the city-states, serving as gladiators, laborers, soldiers, and guards. A few half-giants collect into wilderness communities, often adopting the culture and customs of neighboring beings. The rare half-giant community often attaches itself to a charismatic or successful leader (not necessarily a half-giant) who demonstrates the tendencies they admire.

Magic: If a half-giant’s companions accept wizardry, then the half-giant will also accept it. If a half-giant’s companions hate wizardry, then the half-giant will be as eager as anyone to join in stoning a wizard. Among sophisticated companions who accept preserving magic but despise defiling magic, all but the brightest half-giants are likely to become confused, looking to their companions to see how they should react.

Psionics: While a single-classed half-giant psion is very rare, some half-giants take the path of the psychic warrior, becoming killing machines that can take apart a mekillot barehanded.

Religion: Half-giants do not display any affinity for the worship of one element over another.

Language: All half-giants speak the Common speech of slaves. Whatever tongue she speaks, the half-giant's voice is pitched so low as to occasionally be difficult to understand.

Names: Enslaved half-giants often have human names, and because of this they vary greatly. Free half-giants are likely to borrow the naming conventions of the race or people they are imitating at the time their child is born.

Adventurers: Half-giants are usually led to adventure by interesting companions of other races.

Half-Giant Society: A relatively young race, half-giants possess very little cultural identity of their own. Instead they adopt the customs and beliefs of those other cultures in which they live. Because of this, half-giants routinely change their alignment to match those around them who most influence them.

Half-giants can be found from one end of the Tablelands to the other, and often congregate in or near other population centers, absorbing the culture. Rarely do half-giants form communities of their own.

Unlike some other bastard races, half-giants can reproduce. A single off-spring is produced from half-giant unions after almost a year of pregnancy.

Though omnivorous, half-giants are tremendous consumers of water and food. They require twice the amount of food and water than humans. Clothing and equipment need twice the material to construct to fit a half-giant, leading to higher prices for half-giants.

Half-giants tend to damage objects and buildings around them through accidents of size alone. Some considerate half-giants camp outside city walls to avoid causing too much damage, but the draw of a city's culture and the below average intellect of most half-giants limits the number of half-giants who do so.

Roleplaying Suggestions: Always remember how much bigger and heavier you are than everyone else. Take advantage of your height in combat, but remember the disadvantages. Between your size and your lesser wits (even if you are a relatively intelligent half-giant people will assume you to be dull), you find yourself an object of comic relief. You are used to being teased and will endure more witty remarks than most people, but when you have been pushed too far your personality can suddenly shift, and you can unleash astonishing violence on your tormentors and any who stand in your way. Less frequently, these shifts can happen to you without provocation—you just wake up with a different ethos and altered disposition.

Remember you are influenced by powerful personalities, and can shift your personality and ethics. You tend to imitate the tactics, clothes and demeanor of your "little master."

Racial Traits:

Ability Score Increase. You gain a total increase of 4 between your Strength and Constitution scores. You may divide that increase between these two abilities as you see fit, though you must increase each ability score by at least 1.

Speed. Your base land speed is 30 feet.

Size. Your size is Medium. When holding a versatile weapon with one hand, you gain the benefits of using the weapon two-handed. You may choose to use a weapon that has the two-handed weapon property, but not the oversized weapon property, in one hand. When you do so, its damage dice are reduced by one size. For example, a greataxe used in one hand would deal 1d10 damage. If the weapon normally deals 2d6 damage, its damage die also

becomes 1d10. Additionally, you can use weapons with the “oversized” quality without taking disadvantage to attack rolls. You may not, however, wear any armor or clothing not designed for your size. Armor and clothing designed for half-giants costs twice the normal price and weighs twice as much as normal

Boulder Toss. You are considered to be proficient with any improvised thrown weapon.

Giant Among Men. Unlike most characters, half-giants may raise their natural strength score to 22 instead of 20. Additionally, you have advantage when making Strength checks to break an object.

Giant Heritage. You are considered to be a giant.

Half-Giant Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Increased Carrying Capacity: Your carrying capacity is equal to double what a normal character with your Strength score can carry.

Large Appetite: You must eat and drink twice as much as the normal human or suffer the appropriate penalties.

Mercurial Nature: When choosing an alignment, you choose one fixed point of axis: lawful, chaotic, good, or evil. This element of your alignment never changes. After every long rest, however, you must change the other element of your alignment to one that matches some other member of your adventuring party. If everyone in your adventuring party shares the same element of their alignment, you may keep that element indefinitely or change your alignment to an element within one step of theirs after spending a day using their alignment, your choice. For example, a good half-giant who happens to be neutral good on a particular day must become either lawful good or chaotic good, depending on what alignments the rest of his adventuring party possesses, after their next long rest. If the entire party is either lawful or neutral, the half-giant must change their alignment to lawful good. If everyone in the group is chaotic, the half-giant must change their alignment to chaotic good, and can maintain that alignment indefinitely. The half-giant may still, however, choose to become neutral good after any day spent as a chaotic good character. You should emphasize the slightly unhinged nature of a half-giant’s personality when role-playing.

Languages: You can speak one language of your choice. It is strongly advised that you choose Common.

Halflings

”Be wary of the forest ridge. The halflings who live there would as soon eat you alive as look at you. Chances are you won’t even notice them until you’ve become the main course.”

—Mo’rune, half-Elven ranger

Halflings are masters of the jungles of the Ringing Mountains. They are small, quick and agile creatures steeped in an ancient and rich culture that goes back far into Athas’ past. Although they are not common in the Tablelands, some halflings leave their homes in the forests to adventure under the Dark Sun. As carnivores, halflings prefer to eat flesh raw.

Personality: Halflings have difficulty understanding others’ customs or points of view, but curiosity helps some halflings overcome their xenophobia. Little concerned with material wealth, halflings are more concerned with how their actions will affect other halflings.

Physical Description: Halflings are small creatures, standing only about 3 1/2 feet tall and weighing 50 to 60 pounds. Rarely affected by age, halfling faces are often mistaken for the faces of human children. They dress in loincloths, sometimes with a shirt or vest, and paint their skins with bright reds and greens. Forest halflings rarely tend to their hair, and some let it grow to great lengths, though it can be unkempt and dirty. They live to be about 120 years old.

Relations: Halfling’s culture dominates their relations with others. They relate very well to each other, since they all have the same cultural traits and are able to understand each other. Halflings of different tribes still share a tradition of song, art and poetry, which serves as a basis of communication. Creatures that do not know these cultural expressions are often at a loss to understand the halfling’s expressions, analogies and allusions to well-known halfling stories. Halflings can easily become frustrated with such “uncultured” creatures. They abhor slavery and most halflings will starve themselves rather than accept slavery.

Alignment: Halflings tend towards law and evil. Uncomfortable with change, halflings tend to rely on intangible constants, such as racial identity, family, clan ties and personal honor. On the other hand, halflings have little respect for the laws of the big people.

Halfling Lands: Halflings villages are rare in the tablelands. Most halflings live in tribes or clans in the Forest Ridge, or in the Rohorind forest west of Kurn. Many dwell in treetop villages. Non-halflings typically only see these villages from within a halfling cooking pot.

Magic: Many halfling tribes reject arcane magic. Tribes that accept wizards tend to have preserver chieftains. Only renegade halfling tribes are ever known to harbor defilers.

Psionics: Many halflings become seers or nomads. In the forest ridge, many tribal halflings become multi-classed seer/rangers, and become some of the deadliest trackers on Athas.

Religion: Halflings’ bond with nature extends into most aspects of their culture. A shaman or witch doctor, who also acts as a spiritual leader, often rules their clans. This leader is obeyed without question. Halfling fighters willingly sacrifice themselves to obey their leader.

Language: Halflings rarely teach others their language, but some individuals of the Tablelands have learned the wild speech. Halflings found in the Tablelands often learn to speak Common.

Names: Halflings tend to have only one given name.

Male Names: Basha, Cerk, Derlan, Drassu, Entrok, Kakzim, Lokee, Nok, Pauk, Plool, Sala, Tanuka, Ukos, Zol.

Female Names: Alansa, Anezka, Dokala, Grelzen, Horga, Jikx, Joura, Nasaha, Vensa.

Adventurers: Exploring the Tablelands gives curious halflings the opportunity to learn other customs. Although they may at first have difficulty in understanding the numerous practices of the races of the Tablelands, their natural curiosity enables them to learn and interact with others. Other halflings may be criminals, renegades or other tribal outcasts, venturing into the Tablelands to escape persecution by other halflings.

Halfling Society: Most halflings have a common outlook on life that results in considerable racial unity across tribal and regional ties. Rarely will one halfling draw the blood of another even during extreme disagreements. Only renegade halflings do not share this racial unity, and are cast out of their tribes because of it.

Halfling society is difficult for other races to understand, as such concepts as conquest and plundering have no place. The most important value in halfling society is the abilities of the inner self as it harmonizes with the environment and the rest of the halfling race.

Halflings are extremely conscious of their environment. They are sickened by the ruined landscape of the Tyr region and desperately try to avoid having similar devastation occur to their homelands in the Forest Ridge. Most halflings believe that care must be taken to understand and respect nature and what it means to all life on Athas.

Halfling culture is expressed richly through art and song. Story telling in which oral history is passed on to the next generation is an important part of each halfling community. Halflings rely on this shared culture to express abstract thoughts and complicated concepts. This causes problems and frustration when dealing with non-halflings. Typically halflings assume that whomever they are talking to have the same cultural background to draw upon, and find it difficult to compensate for a listener who is not intimately familiar with the halfling history and “lacks culture.”

Generally open-minded, wandering halflings are curious about outside societies and will attempt to learn all they can about other cultures. Never, will they adopt aspects of those cultures as their own, believing halfling culture to be innately superior to all others. Nor do they seek to change others’ culture or views.

While halflings are omnivorous, they vastly prefer meat. Their meat heavy diet means that halflings view all living creatures, both humanoid and animal, as more food than equals. At the same time, most halflings believe that other races have the same perception of them. As a result, halflings are rarely likely to trust another member of any other race.

Roleplaying Suggestions: Remember to consistently take your height into account. Role-play the halfling culture described above: eating opponents, treating fellow halflings with trust and kindness, suspicion of big people, and general lack of interest in money.

Racial Traits:

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Speed. Your base land speed is 25 feet.

Size. Your size is Small.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Killing Machines. You gain a +1 bonus to hit on any attacks made against a Medium or larger creature with a melee weapon.

Agile. You gain advantage on any Acrobatics checks made to climb or jump.

Skill Versatility. You are gain proficiency in two skills of your choice.

Keen Senses. You are proficient in the Perception skill.

Languages. You can speak Common and Halfling. Halflings rarely, if ever, teach their language to someone outside of their tribe. No known record exists of the Halfling language outside of the tribes.

Muls

“See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don’t want them trying to escape every other day. Would you like to tell the arena crowd that their favorite champion will not be appearing in today’s match because he died trying to escape your pens?” —Gaal, Urikite arena trainer

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force-breed humans and dwarves for profit. While mul-breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

Personality: All gladiators who perform well in the arenas receive some degree of pampered treatment, but muls receive more pampering than others. Some mul gladiators even come to see slavery as an acceptable part of their lives. However, those that acquire a taste of freedom will fight for it. Stoic and dull to pain, muls are not easily intimidated by the lash. Masters are loath to slay or maim a mul who tries repeatedly to escape, although those who help the mul’s escape will be tormented in order to punish the mul without damaging valuable property. Once a mul escapes or earns his freedom, slavery remains a dominant part of his life. Most muls are heavily marked with tattoos that mark his ownership, history, capabilities and disciplinary measures. Even untattooed muls are marked as a potential windfall for slavers: it is clearly cheaper to “retrieve” a mul who slavers can claim had run away, than to start from scratch in the breeding pits.

Physical Description: Second only to the half-giant, the mul is the strongest of the common humanoid races of the tablelands. Muls grow as high as seven feet, weighing upwards of 250 pounds, but carry almost no fat at all on their broad muscular frames. Universal mul characteristics include angular, almost protrusive eye ridges, and ears that point sharply backwards against the temples. Most muls have dark copper-colored skin and hairless bodies.

Relations: Most mul laborers master the conventions of slave life, figuring out through painful experience who can be trusted and who cannot. (Muls learn from their mistakes in the slave pits to a greater extent than other races not because they are cleverer, but because unlike slaves of other races they tend to survive their mistakes, while other slave races are less expensive and therefore disposable. Only the most foolish and disobedient mul would be killed. Most masters will sell a problem mul slave rather than kill him.) Their mastery of the rules of slave life and their boundless capacity for hard work allows them to gain favor with their masters and reputation among their fellow slaves.

Alignment: Muls tend towards neutrality with respect to good and evil, but run the gamut with respect to law or chaos. Many lawful muls adapt well to the indignities of slavery, playing the game for the comforts that they can win as valued slaves. A few ambitious lawful muls use the respect won from their fellow-slaves to organize rebellions and strike

out for freedom. Chaotic muls, on the other hand, push their luck and their value as slaves to the breaking point, defying authority, holding little fear for the lash.

Mul Lands: As a collective group, muls have no lands to call their own. Occasionally, escaped muls band together as outlaws and fugitives, because of their common ex-slave backgrounds, and because their mul metabolism makes it easier for them to survive as fugitives while other races cannot keep up. Almost without exception, muls are born in the slave pits of the merchants and nobles of the city-states. Most are set to work as laborers, some as gladiators, and fewer yet as soldier-slaves. Very few earn their freedom, a greater number escape to freedom among the tribes of ex-slave that inhabit the wastes.

Magic: Muls dislike what they fear, and they fear wizards. They also resent that a wizard's power comes from without, with no seeming effort on the wizard's part, while the mul's power is born of pain and labor. Mul wizards are unheard of.

Psionics: Since most slave owners take steps to ensure that their property does not get schooled in the Way, it is rare for a mul to receive any formal training. Those that get this training tend to excel in psychometabolic powers.

Religion: Even if muls were to create a religion of their own, as sterile hybrids, they would have no posterity to pass it on to. Some cities accept muls as templars. Mul clerics tend to be drawn towards the strength of elemental earth.

Language: Muls speak the Common tongue of slaves, but those favored muls that stay in one city long enough before being sold to the next, sometimes pick up the city language. Because of their tireless metabolism, muls have the capacity to integrate with peoples that other races could not dream of living with, such as elves and Thri-kreen.

Names: Muls sold as laborers will have common slave names. Muls sold as gladiators will often be given more striking and exotic names. Draji names (such as Atlalak) are often popular for gladiators, because of the Draji 18 reputation for violence. Masters who change their mul slaves' professions usually change their names as well, since it is considered bad form to have a gladiator with a farmer's name, and a dangerous incitement of slave rebellions to give a common laborer the name of a gladiator.

Adventurers: Player character muls are assumed to have already won their freedom. Most freed mul gladiators take advantage of their combat skills, working as soldiers or guards. Some turn to crime, adding rogue skills to their repertoire. A few muls follow other paths, such as psionics, templar orders or elemental priesthoods.

Mul Society: Muls have no racial history or a separate culture. They are sterile and cannot reproduce, preventing them from forming family groups and clans. The vast majority of muls are born in slavery, through breeding programs. Often the parents resent their roles in the breeding program and shun the child, leaving the mul to a lonely, hard existence. The taskmaster's whip takes the place of a family. For these reasons, many muls never seek friends or companionship, and often have rough personalities with tendencies towards violence.

The mul slave trade is very profitable, and thus the breeding programs continue. A slave trader can make as much on the sale of a mul as he could with a dozen humans. As slaves, a mul has his profession selected for him and is given extensive training as he grows.

Mul gladiators are often very successful, and win a lot of money for their owners. Highly successful gladiators are looked after by their owners, receiving a large retinue of other slaves to tend to their whims and needs. This has led to the expression, "pampered like a mul," being used often by the common folk.

Muls not trained as gladiators are often assigned to hard labor and other duties that can take advantage of the mul's hardy constitution and endurance.

Roleplaying Suggestions: Born to the slave pens, you never knew love or affection; the taskmaster's whip took the place of loving parents. As far as you have seen, all of life's problems that can be solved are solved by sheer brute force. You know to bow to force when you see it, especially the veiled force of wealth, power and privilege. The noble and templar may not look strong, but they can kill a man with a word. You tend towards gruffness. In the slave pits, you knew some muls that never sought friends or companionship, but lived in bitter, isolated servitude. You knew other muls who found friendship in an arena partner or co-worker. You are capable of affection, trust and friendship, but camaraderie is easier for you to understand and express – warriors slap each other on the shoulder after a victory, or give their lives for each other in battle. You don't think of that sort of event as "friendship" – it just happens.

Racial Traits:

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Speed. Your base land speed is 30 feet. Your speed is not reduced by wearing heavy armor

Size. Your size is Medium.

Inexhaustible. As an action, you may reduce your exhaustion by one level. You cannot use this feature again until after you have taken a long rest.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You cannot use this feature again until after a short or long rest.

Untiring. Once every 48 hours, when you take a long rest you may regain all expended Hit Dice. Additionally, while you must still use a long rest to recover spent resources, you can choose to go up to 72 hours without take a long rest, staying awake the entire time, suffering no additional adverse effects. After 72 hours, you are considered to have been awake for 24 hours; you then begin to incur adverse effects as per the normal rules.

Darkvision: Muls can see in the dark up to 30 feet. Darkvision is black and white only, but is otherwise like normal sight, and muls can function just fine with no light at all.

Keen Senses. You are proficient in the Perception skill.

Languages. You can speak Common and Dwarvish. Muls rarely stay in one city long enough to pick up many dialects.

Thri-Kreen

“This one does not speak with the quivering soft shells that lay about all night. This one might eat you, but never speak.” —Tu'tochuk

Thri-kreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-kreen are quick and agile and make fearsome fighters, feared throughout the wastes.

Personality: Since Thri-kreen (also known simply as the Kreen) do not require sleep, they have difficulty understanding this need in the humanoid races. They have difficulty understanding this state of “laziness” in others. Other behaviors of humanoids seem unnecessarily complex. A keen's life is simple: hunt prey. Kreen live for the hunt, and own only what they can carry.

Physical Description: Mature Thri-kreen stand about 7 feet tall, with a rough body length of 11 feet. Their four arms end in claws; their two legs are extremely powerful, capable of incredible leaps. However, kreen are unable to jump backwards. Their body is covered with a sandy– yellow chitin, a tough exoskeleton that grants the Thri-kreen protection from blows. Their head is topped with two antennae, and their two eyes are compound and multifaceted. The kreen mouth consists of small pincers. Male and female Thri-kreen are physically indistinguishable. Thri-kreen usually do not wear clothing, but wear some sort of harness to carry weapons and food. Many wear leg or armbands, or bracelets. Some attach rings on different places on their chitin, though this requires careful work by a skilled artisan.

Relations: The pack mentality dominates a keen's relation with others. Kreen hunt in packs, small groups that assemble together. Kreen will hunt prey in the same region for a while, but move on before their prey has been depleted. A kreen that joins a group of humanoids will often try to establish dominance in the group. This can be disconcerting to those unaware of the keen's behavior, since establishing dominance usually means making threatening gestures. Once the matter is settled, they will abide by the outcome. Thri-kreen view humanoids as sources of food, though they don't usually hunt them, only in dire need. Many kreen have a particularly fond taste for elves; as such, meetings between these two races are often tense. However, once part of a clutch, Thri-kreen will never turn on their humanoid friends, even in the worst of situations.

Alignment: Most Thri-kreen are lawful, since the pack mentality is ingrained in their beings. Kreen that deviate from this mentality are rare.

Kreen Lands: No Thri-kreen settlements exist in the Tyr region; kreen encountered there are either small packs of kreen, or else adventuring with humanoids. To the north of the Tyr region, beyond the Jagged Cliffs, past the Misty Border, lies the Kreen Empire. This great nation of kreen rules the Crimson Savanna, forming great city- states that rival the humanoid city-states of the Tyr region.

Magic: Thri-kreen have no natural disposition towards magic, and a wizard's use of the environment as a source of power conflicts with a keen's beliefs. As well, the keen's lack of sleep and its instinctual need to hunt do not lend themselves well to magical study. Kreen wizards are extremely rare: no one has ever seen one in the Tablelands.

Psionics: Kreen view psionics as a natural part of their existence. Some packs rely on telepathy to communicate with each member and coordinate their hunting abilities. Many kreen also use psionic powers to augment their already formidable combat prowess. Psychometabolic powers are often used to boost speed, metabolism or strength to gain an

advantage in combat. Most kreen (even non-adventurers) take the psychic warrior class, which kreen consider a natural part of growing up. Kreen do not need instruction to advance in the psychic warrior class—it comes to them as part of their ancestral memory.

Religion: Thri-kreen have no devotion to any god, but they hold nature and the elements in high regard. Ancestral memories guide them through their lives. Thri-kreen revere the Great One, a legendary kreen leader from the past.

Language: The Kreen language is very different from those of the other intelligent races. They have no lips or tongues, and so cannot make the same sounds humanoids make. Kreen language is made up of clicks, pops, or grinding noises.

Names: Kachka, Ka'Cha, Ka'Ka'Kyl, Klik-Chaka'da, Sa'Relka, T'Chai

Adventurers: Kreen adventure for different reasons. Most enjoy challenges presented by new prey. Some seek out the challenge of leading new clutches, new companions and observing the different “hunting” techniques of the dra (sentient meat-creatures such as humans).

Thri-kreen Society: Thri-kreen hatch from eggs. All those who hatch at the same time form what is called a clutch. Thri-kreen gather in packs that roam the wastes. Each pack consists of several clutches that roam over an area that the pack considers theirs to hunt on. There are no permanent thri-kreen communities.

Clutches and packs are organized along strict order of dominance. The toughest member is leader; the second most powerful is second in command and so forth. A thri-kreen can challenge a superior for dominance initiating a contest. The contestants fight until one surrenders or dies. Afterwards, the matter is considered settled and there are no lingering resentments between victor and loser. The pack-mates take the view that the challenger was only acting to strength the pack.

Thri-kreen are obsessed with hunting. They are carnivores, but seldom hunt intelligent life for food. They do have a taste for elf, which gives them a bad reputation amongst Elven tribes. When not hunting, they craft weapons, teach their young, and craft sculptures.

The pack mentality is so ingrained in the culture that thri-kreen apply it to every situation. Thri-kreen feel compelled to be part of a clutch and will accept members of other races as clutch-mates.

Roleplaying Suggestions: You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader – obedience to this leader in the party is important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your dra companions lie unconscious for a third of their lifetimes. You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous dra who think they can own buildings, land, and even whole herds of cattle!

Racial Traits:

Ability Score Increase. Your Dexterity score increases by 2, and you may choose to increase either your Strength or Wisdom score by 1.

Speed. Your base land speed is 35 feet.

Size. Your size is Medium.

Alien Nature. Thri-kreen are so different from all of the other humanoid races that you suffer disadvantage on Charisma (Persuasion) checks made to influence anyone other than a thri-kreen.

Chameleon Power: You can change the color of your carapace to match your surroundings. As a result, you have advantage on Dexterity (Stealth) checks made to hide.

Darkvision: Accustomed to running across dunes or grasslands throughout the day and night, you can see in the darkness within 60 feet of you as if you were in dim light. However, you can't discern color in the darkness.

Hard Carapace: When wearing no armor, your AC is equal to 12 + your Dexterity modifier (max 3).

Multiple Limbs: You have four arms and can hold items in each of your arms. On your turn, you may interact with two objects or features of the environment for free.

Natural Weaponry: If you are not holding anything with at least two arms, you may simultaneously use two of your limbs as a natural weapon to attack a target. You are considered to be proficient with this natural weapon, and your claws are considered to have both the light and finesse weapon properties. Your claws deal 1d4 (+ Ability modifier) slashing damage.

Poisonous Bite: As an action, you may try and bite an adjacent foe (5 foot reach) with your powerful mandibles. To attack with your bite, you make an attack roll, adding your proficiency bonus and either your Strength or Dexterity modifier. Your bite deals 1d6 + Strength or Dexterity modifier piercing damage. If you hit and deal damage, the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the creature is poisoned, it must repeat the saving throw at the end of each of its turns. On a success, it ends the effect early. Class features which normally boost a weapon attack (such as sneak attack) cannot be applied to this racial ability.

Sleepless: You do not sleep. Once per day, you may gain the benefits of a long rest after taking a short rest, and magic cannot put you to sleep.

Standing Leap: You can long jump up to 30 feet and high jump up to 15 feet as part of your movement without taking a running start.

Telepathy: You can communicate telepathically with any creature within 100 feet of you that can understand a language.

Thri-Kreen Weapon Training: You have proficiency with the chatkcha and gythka.

Unusual Body Shape: You can only wear armor or clothing specially designed for thri-kreen; such equipment costs double its normal price.

Languages: You can speak Thri-Kreen and Distorted Common. Due to your physiology, other races will have difficulty understanding you, as your speech comes out elongated and hissing.

Chapter II: Classes

“From the lowliest slave to the highest templar, our fates are decided for us. The slave at the hands of the master, and the templar at the will of the king. Pray to Ral and Guthay that your children are born when the stars align to favor them. Few are those privileged to choose their own path of life, and cursed are those for they are bound by choice and have but themselves to blame for their misfortune. The bard addicted to his alchemical mixtures, the templar imprisoned for his crimes, and the gladiator sacrificed for the thrill of the fight. It is the choices that define who you are and how you die, regardless of who makes them.”

—The Oracle, Blue Shrine Scrolls

Almost all of the standard D&D classes are found in Athas. In addition, this chapter presents one new class, the gladiator. The Athasian variation of the bard is so different from the traditional that it could be considered a new one as well.

Barbarian

“Gith’s blood! I will hunt that wizard down and skin him alive.” —Borac, mul barbarian

Brutality is a way of life in Athas, as much in some of the cities as in the dwindling tribes of Athas’ harsh wastes. Cannibal headhunting halflings (who occasionally visit Urik from the Forest Ridge) sometimes express shock at the savagery and bloodshed of the folk that call themselves “civilized” and live between walls of stone. They would be more horrified if they were to see the skull piles of Draji, experience the Red Moon Hunt in Gulg, or watch a seemingly docile house slave in Eldaarich rage as she finally “goes feral”, taking every frustration of her short cruel life out on whoever happens to be closest to hand. Nibenese sages claim that the potential for savagery is in every sentient race, and the history of Athas seems to support their claim.

Some on Athas have turned their brutality into an art of war. They are known as “brutes”, “barbarians” or “feral warriors” and they wear the name with pride. Impious but superstitious, cunning and merciless, fearless and persistent, they have carved a name for their martial traditions out of fear and blood.

Making a Barbarian: The barbarian is a fearsome warrior, compensating for lack of training and discipline with bouts of powerful rage. While in this berserk fury, barbarians become stronger and tougher, better able to defeat their foes and withstand attacks. These rages leave barbarians winded; at first they only have the energy for a few such spectacular displays per day, but those few rages are usually sufficient.

Races: Humans are often barbarians, many having been raised in the wastes or escaped from slavery. Half-elves sometimes become barbarians, having been abandoned by their elven parents to the desert to survive on their own; if more of them survived they would be quite numerous. Dwarves are very rarely barbarians, but their mul half-children take to brutishness like a bird takes to flight, living by their wits and strengths in the wastes. Muls have a particular inclination this way of life, and very often “go feral” in the wilderness after escaping slavery in the city. Elves rarely take to the barbarian class; those that do are usually from raiding tribes such as the Silt Stalkers. Half-giants readily take the barbarian class. Despite their feral reputations, halflings rarely become barbarians; their small statures and weak

strength adapts them better for the ranger class. Likewise, despite their wild nature, thri-kreen are rarely barbarians, since their innate memories allow them to gain more specialized classes such as ranger and psychic warrior without training. Pterrans of the Forest Ridge occasionally become barbarians, but like halflings they more often favor the ranger class.

Alignment: Barbarians are never lawful—their characteristic rage is anything but disciplined and controlled. Many barbarians in the cities are often rejects from the regular army, unable to bear regular discipline or training. Some may be honorable, but at heart they are wild. At best, chaotic barbarians are free and expressive. At worst, they are thoughtlessly destructive.

Playing a Barbarian: All cower and stand in awe at the fury you can tap, enhancing your strength and toughness. But what do these people know of the burnt wastes of Athas, the hellish jungles of the Forest Ridge? The cruel vicissitudes of growing up in the wastes of Athas were nothing but normal to you. When your family was lost in a tembo attack, or when your entire village was either murdered or forced into slavery, how could you not know they might not had to die? These and many other brutal experiences marked you, and you now stand apart from those born into the “comforts” of the city-states.

Religion: Although most are profoundly superstitious, barbarians distrust the established elemental temples of the cities. Some worship the elements of fire or air or devote themselves to a famous figure. Most barbarians truly believe the sorcerer-kings to be gods, because of their undeniable power, and a few actually worship a sorcerer-king, usually the one that conquered their tribe. Such barbarians often escape menial slavery by joining an elite unit of barbarians in the service of an aggressive city- state such as Urik, Draj or Gulg.

Other Classes: Barbarians are most comfortable in the company of gladiators, and of clerics of Air and Fire. Enthusiastic lovers of music and dance, barbarians admire bardic talent, and some barbarians also express fascination with bardic poisons, antidotes and alchemical concoctions. With some justification, barbarians do not trust wizardry. Even though many barbarians manifest a wild talent, they tend to be wary of psions and trained psionicists. Psychic warriors, on the other hand, are creatures after the barbarian’s own heart, loving battle for its own sake. Barbarians have no special attitudes toward fighters or rogues. Barbarians admire gladiators and will ask about their tattoos and exploits, but will quickly grow bored if the gladiator does not respond boastfully.

Combat: You know that half the battle occurs before the fight even begins. You prefer to choose your battleground when you can, stalking your opponent into terrain that best suits your abilities. Once battle is joined, you become a wild frenzy of motion, striking quickly and powerfully until all your opponents are crushed. While you lack the training of the fighter, or the cunning of the gladiator, you more than compensate them through sheer power and resilience.

Barbarians on Athas: In a savage world like Athas, is only natural that some of its inhabitants have turned into barbarians. They are fierce combatants without the army training fighters receive or wild rangers without the hunting skills.

Daily Life: A barbarian is a passionate adventurer. As a survivalist, he often sees his involvement in a particular enterprise as a validation of his superior strength and resilience. In his mind, his presence alone is enough to ensure the success of a quest, adventure, or ruin raid. Even simple tasks are additional opportunities to prove his own worth by accomplishing the task with might and alacrity. Barbarians are typically hardheaded and unforgiving because of the rigors of his previous life.

Notables: It is rare for a barbarian to live long enough, or close enough to civilization, in order to become famous, but a few examples exist. Korno, a Raamite gladiator, became the leader of a group of slaves, and Korno's furious rage known from the arenas has only increased after losing everything after being imprisoned by Abalach-Re, Sorcerer Queen of Raam. The leader of Pillage, Chilod, is a tarek known for his outbursts of rage and cruelty, being one of the most feared chiefs of the Bandit States.

Organizations: Because of their independent and sometimes downright chaotic natures, many barbarians refuse to join organizations of any kind, though they usually maintain relationships with trading houses and raiding tribes. There is no specific organization that binds barbarians together.

NPC Reactions: Many lay people cannot tell a barbarian from a ranger or a fighter until his rage overcomes him and he starts screaming and bashing. Most authority figures and templars do not appreciate barbarians since they are prone to losing control and cannot be truly trusted. Thus, they generally treat barbarians with a great deal of caution.

Class Changes:

Naming

The beast aspects "Bear", "Eagle" and "Wolf" in Path of the Totem Warrior are replaced with "Braxat", "Kes'trekel" and "Tembo".

Flavor

The barbarian "Path of the Totem Warrior" is most similar to the Athasian Ranger, in that they gain their magic from small spirits in the land.

Bard

“Some people think a club can solve any problem. Unless you’re a half-giant, there are more sophisticated ways of settling a disagreement.” —Cabal, half-elven bard

From the shadowy corners of Athas’ most disreputable places hails the bard. Like their counterparts in other fantasy worlds, Athasian bards are the unquestioned masters of oral tradition and forgotten lore, but rather than sharing their lore with whoever will listen, Athasian bards guard their secrets as jealously as the sorcerer-kings harbor their water and iron. Athasian bards may sell information to the highest bidder; they peddle their services and the fruits of their knowledge, but trade secrets are what give bards an edge on the uninitiated. Bards would rather die than reveal these secrets.

Meeting a bard can be an uneasy encounter, since one never knows how the bard has chosen to devote his multiple talents. Some bards master the art of making poisons, and survive by selling these poisons and their antidotes for those who have coin to pay. Some bards master the art of entertainment, using their performances to amuse nobles and templars and gain wealth. Some become assassins, mixing their knowledge of poison and stealth to become hired hands. Bards’ unique position in the Athasian society means they often overhear conversations between high-ranking templars or nobles, or they may have treated an injured person that prefers to remain anonymous. Respectable folk despise them; the powerful fear them; but in the Athasian cities, everyone eventually comes to need their services.

Making a Bard: Bards receive numerous abilities they can use to survive. Many become masters of poisons, selling their illegal substances to anyone. Alone of the classes, bards hold the secrets of alchemy, creating fiery concoctions and mysterious mixes. Bards are master smugglers, selling spell components and other illegal items in the Bard’s Quarters of the city-states. All bards, however, have some degree of entertainment skill. The songs of most bards can dazzle a crowd, or incite them to riot. Bards tend to learn to play a variety of instruments, or recite poetry or old legends by campfire. They can be acrobats, performing dazzling displays of physical prowess. They are often called upon as sources of information.

Abilities: Charisma is the most important ability for a bard, because many of their abilities and skills are affected by it. A high Dexterity improves the bard’s defensive ability. Intelligence is also important because it bolsters the number of skills he can work with.

Races: All humanoid races of Athas can become bards. The social stigma in certain regions may be higher than others, however. For example, the loremasters of the halflings of the Jagged Cliffs are highly regarded because of the ancient secrets and histories they preserve. But in the city-states, where the Bard’s Quarters are notorious, being a bard is not usually a good thing. Elven tribes often have a bard, who keeps the history of the tribe alive, its conquests and defeats. Humans are often bards, becoming performers of great talent, or assassins of deadly skill and precision. Half-elves, because of their lonely existence, often take to being bards. The prejudice they face at every stage in life can move some to become great poets or singers. Muls and half-giants make poor bards; their talents are usually better served elsewhere than the stage or the shadows of alleys. As well, thri-kreen are rarely seen as bards, relying instead upon their racial memory.

Alignment: Most bards are chaotic, and operate alone, brokering information, arranging deals, smuggling illegal wares such as poisons, drugs, spell components and other things. Neutral bards are the ones most likely to operate in fellowships with adventurers, or entertain in troupes with other bards. The rare lawful bards can easily secure positions

as councilors or agents for templars, and noble and merchant houses. Good bards are often entertainers or lorekeepers, putting their talents to benevolent use, sometimes diagnosing poisonings and selling the proper antidotes. Evil bards are often masters of poisons and alchemy, selling their wares to anyone with the ceramic to pay.

Playing a Bard: You are a master of oral tradition and lore, and a true artist, but you share your talents only with those who can afford to pay you.

You are an artist. You are the center of attention (whenever you want to), the person everyone wants to talk to, and the “face” of the party. Even if you aren’t the most attractive or charismatic member of your group, your unequalled skill at performance arts creates an irresistible appeal born of justified confidence. You are more than just light entertainment, though. Your target rarely survives the encounter if you don’t want him to.

You might adventure because you desire entertainment. Someone with your smarts gets bored easily. Alternatively, you may have been blacklisted on your current location because of a “business transaction” gone wrong. You have to keep moving, and adventuring offers you a regular change of scenery. In any case, a life of adventure allows you to see new things, meet interesting people, and get some silvers in the process.

Religion: No central bardic organization exists, and more often than not bards have no particular penchant for religion. Some may worship the elements, fearing the power of the elemental forces, and most bards tend to relate to the Air ever-changing nature, but bards that worship sorcerer-kings are rare. A lifestyle of breaking the rules of the city-states does not lend one to worship the lawgivers.

Other Classes: Bards face life as it comes, and usually hold no special grudge or awe for any one class. They usually approach other’s profession on the basis of how it can help them at the moment. Clerics and druids are respected for their devotion to a divine force, but usually not held in awe. Fighters, gladiators and rangers can be useful as sword-arms but are otherwise useless to the bard. Bards do not view wizards with the same aversion as others might view them, since bards sell them their components.

Combat: A bard rarely seeks to initiate combat—instead he skulks about, looking for an opportunity to strike swiftly, using his poisons to their greatest advantage. You work best with teammates, maneuvering to get flanks and help bring down opponents with your various poisons. Use your bardic music to bolster your allies and distract your opponents while the real heavy hitters in your group mop them up.

Athasian Bard

Level	Proficiency Bonus	Features
1st	+2	<i>Bardic Inspiration (d6), Smuggler</i>
2nd	+2	<i>Jack of All Trades, Song of Rest, Careful Poisoner</i>
3rd	+2	<i>Bard Academy, Expertise</i>
4th	+2	<i>Ability Score Improvement, Trade Secrets</i>
5th	+3	<i>Bardic Inspiration (d8), Font of Inspiration, Mental Resistance</i>
6th	+3	<i>Countercharm, Bard Academy Feature, Quick Thinking, Improved Careful Poisoner</i>
7th	+3	<i>---</i>
8th	+3	<i>Ability Score Improvement, Trade Secrets</i>
9th	+4	<i>Song of Rest (d8)</i>
10th	+4	<i>Bardic Inspiration (d10), Expertise</i>
11th	+4	<i>Quick Thinking</i>
12th	+4	<i>Ability Score Improvement, Trade Secrets</i>
13th	+5	<i>Song of Rest (d10)</i>
14th	+5	<i>Bard Academy Feature</i>
15th	+5	<i>Bardic Inspiration (d12)</i>
16th	+5	<i>Ability Score Improvement, Trade Secrets, Quick Thinking</i>
17th	+6	<i>Song of Rest (d12)</i>
18th	+6	<i>---</i>
19th	+6	<i>Ability Score Improvement</i>
20th	+6	<i>Superior Inspiration, Trade Secrets</i>

Class Features

As a Bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, shortsword, bard's friend, crossbow (any), garrote, greater blowgun, whip, widow's knife

Tools: Three from the following list: Any musical instrument, Alchemist's supplies, Herbalism kit, Poisoner's kit, Thieves' tools

Saving Throws: Intelligence, Constitution

Skills: Choose any three

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Smuggler

You receive a +1 bonus to Deception and Sleight of Hand checks for every two bard levels.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Careful Poisoner

Bards are trained in the use of poisons, and as of 2nd level, never risk accidentally poisoning themselves when applying poison to a blade.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Trade Secrets

At every 4th level you learn a trade secret chosen from the list below.

Alchemy Dealer: Pay one-half of the market price for raw materials needed to craft alchemical items.

Accurate: When you attack an armored opponent, your accuracy allows you to ignore 1 point of natural armor bonus to AC or 1 point of armor bonus to AC. This trade secret may be chosen more than once, and its effects stack.

Agile: You receive a +1 bonus to AC. This trade secret may be chosen more than once, and its effects stack.

Coolheaded: You may take 10 on Deception and Persuasion checks.

Improvised Materials: You can craft poisons from raw materials at hand instead of relying on specific ingredients. Doing so increases the difficulty check DC by 5 but otherwise has no effect on the poison's potency.

Poison Dealer: Pay one-half of the market price for raw materials needed to craft poisons.

Poisonbane: You receive a +4 bonus to checks when creating antitoxin and poison antidotes.

Poison Resistance: You receive a +4 bonus to saving throws against poisons.

Scorpion's Touch: Add +1 to the save DC of all poisons applied by you. This trade secret may be chosen more than once, and its effects stack.

Skilled: Add one-half your bard level (rounded down) as a competence bonus to one of the following skills: Deception, Persuasion, Medicine, Performance, Investigation, Insight or Sleight of Hand. This trade secret may be chosen more than once, each time it applies to a different skill.

Smokestick Application: You can combine inhaled poisons with smokesticks. All creatures within the area of the smokestick (covers a 10-ft. cube) are affected by the poison you applied to the smokestick.

Versatile: Select any two skills you are not proficient with. You are now proficient with these skills.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Mental Resistance

Bards carry many dark secrets they would prefer remain secret. This, combined with a large amount of knowledge based on half-truths and false rumors makes your mind unreliable to those who would seek to mentally affect it. At 5th level you receive a +2 bonus to saves made against telepathic powers and enchantment/charm spells.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Quick Thinking

Bards often find themselves in a tight spot where they have to act quickly, whether it is to escape a templar patrol or strike first when in confrontation with a foe. At 6th level, you get a +1 bonus on initiative checks. This bonus increases by 1 at 11th and 16th level.

Improved Careful Poisoner

At 6th level, you can apply poison to a weapon as a free action without provoking attacks of opportunity.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Academies

The way of the Bard is discreet and subtle. Still, these wandering musicians often seek companionship with the only ones in the wastes that know their struggles, other Bards. They swap songs and stories, boast of their

accomplishments, share their knowledge, and sharpen their abilities. They form loose associations, which they call academies, to facilitate their gatherings and preserve their traditions.

Academy of Alchemy

Bards of the Academy of Alchemy are the only masters of their work in the wastes, able to craft healing concoctions and deadly poisons. Whether crushing leaves and needles to make a paste to seal his friend's wound, or carefully cultivating deadly nightshade and stalking a tembo for his droppings, these bards use their gifts to great effect. When the night is ending and the harsh crimson sun of Athas is cresting its head above the horizon, a few less people may live that day.

Poison & Alchemical Crafting

When you join the Academy of Alchemy at 3rd level, you gain the ability to craft poisons and alchemical items using a mortar and pestle. Simply ask around the Bard's Quarters of most cities in the Tablelands and they will point you to the necessary supplies.

Mysterious Travel

Also at 3rd level, you know the hidden alleyways and passages in most cities, allowing you to procure your necessary supplies, silence nosey troublemakers, and travel quickly by the light of Ral & Guthay. You gain advantage on Stealth checks made in cities at night.

Venomous Coercion

At 6th level, you gain advantage on Persuasion checks made to encourage someone to consume or otherwise unknowingly intake a poison. Advantage is not granted if the person is suspicious or knows that there is a poison.

Peerless Skill

Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Academy of Survival

Bards of the Academy of Survival are daring skalds whose tales keep alive the hope of a better future, and thereby inspire a new generation of warriors. These bards gather in taverns or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to campaign and fight for a better future for all.

Bonus Proficiencies

When you join the Academy of Survival at 3rd level, you gain proficiency with medium armor, shields, the Survival skill and martial weapons.

Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an

attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Battle Psionics

At 14th level, you have mastered the art of weaving psionics and weapon use into a single harmonious act. When you use your action to manifest a psionic ability, you can make one weapon attack as a bonus action.

Cleric

“Without destruction, there is nothing to build.” —Credo of the fire cleric

In a world without gods, spiritualism on Athas has unlocked the secrets of the raw forces of which the very planet is comprised: earth, air, fire, and water. However, other forces exist which seek to supplant them and rise to ascendancy in their place. These forces have taken up battle against the elements of creation on the element's own ground in the form of entropic perversions of the elements themselves: magma, rain, silt and sun.

Making a Cleric: Clerics are the masters of elemental forces; they possess unique supernatural abilities to direct and harness elemental energy, and cast elemental spells. All things are comprised of the four elements in some degree, thus clerics can use their elemental powers to heal or harm others. Due to their affinities with the elements, clerics possess a number of supernatural elemental abilities. Though dimly understood, there exists a connection between elemental forces and the nature of undeath. Clerics can turn away, control, or even destroy undead creatures. Athas is a dangerous world; this practicality dictates that clerics must be able to defend themselves capably. Clerics are trained to use simple weapons and, in some cases, martial weapons; they are also taught to wear and use armor, since wearing armor does not interfere with elemental spells as it does arcane spells.

Races: All races include clerics in their societies, though each race possesses different perspectives regarding what a cleric's role involves. As masters of myth and the elemental mysteries, most clerics hold a place of reverence within their respective societies. However, more than a few races have varying affinities for one element over another. Dwarves almost always become earth clerics, a connection they've shared since before they were driven from their halls under the mountains. Dwarven determination and obsessive dedication matches perfectly with the enduring earth. Elves most often revere water, fire, or the winds; as nomads, they seldom feel a deep-seated affinity for the land. Thri-kreen are known to ally with all elements to the exclusion of fire. This seems to stem from a mistrust of flame, which is common in many kreen.

Alignment: Attaining the abilities of a true servant of the elements requires a deep understanding of the chosen kind of element of paraelement. An aspiring cleric must make a study of the element's typical personality and role; opens the door to the element's power. Thus, Athasians clerics align their morals to suit the traits of the element to which they dedicate themselves.

Playing a Cleric: The clerics of Athas are like the rare snows that blanket the highest peaks of the Ringing Mountains. Though the cascading flakes all seem the same, the pattern of each is as different as the faces of men are from muls. Indeed, clerics are like snowflakes, each preaching about preservation and the elements, but no two of them do it for the same reason. This makes these environmental warriors an extremely diverse and interesting class to play. Some are merely power-hungry, some seek revenge, and some are honestly struggling to save their dying planet and reverse the ancient environmental disaster.

You are a servant of your element, your goal in life is to expand its presence in Athas, and find your element's foes and destroy them with your cleansing element.

You adventure out of a desire to preach the words of your element, prove your worth and to destroy infidels who worship opposed elements.

Religion: Unlike clerics found on other worlds, elemental clerics do not generally congregate at temples or churches, nor do they participate in a uniform, organized religion. Each cleric's calling to the raw energy of the elements

is personal, individual. Some clerics believe that, upon their initiation, they enter pacts with powerful beings, elemental lords, who grant powers to those who contract with them. Others believe that the elements are neither malevolent nor benevolent, but a tool to be used, or a force to be harnessed. Regardless, all clerics desire the preservation of their patron element, though the reasons for this are many and varied.

Clerics are found everywhere on Athas. Most common clerics are wanderers, who preach the concept of preservation with the hope of restoring Athas to a greener state. Wanderers are generally well received by those that dwell in the desert, such as villagers and slave tribes. They cure the sick and heal the wounded, sometimes even aiding in defeating local threats. Other clerics act as wardens of small, hidden shrines, which they hope creates a clearer channel to the elemental plane of worship, and fortifies their powers and spells. Tribal and primitive societies include shamans, who see to the spiritual needs of their groups, offering advice to the leaders and providing supernatural protection and offence. Lastly, some clerics stay in the cities, where they most commonly work against the sorcerer-kings and their templars. There they quietly preach the message of preservation to the citizenry, and even sometimes work with the Veiled Alliance.

Other Classes: In an adventuring party, the cleric often fills the role of advisor and protector. Clerics often possess an unshakable distrust of wizards and their arcane spells. Most clerics are well aware of the danger that sorcery represents to the dying planet, and watch those who wield such power carefully. Generally speaking, the elemental clerics are all on friendly terms with each other, recognizing an ancient pact made by their ancestors to put aside their differences in the opposition of Athas' destruction. However, clerics whose elements are diametrically opposed often clash regarding the means used in furthering their goals, and at times this has led to bloodshed.

Combat: Athasian clerics make use of the same general combat tactics as those described in the Player's Handbook—that is, stay back from melee and use your spells to either destroy your enemies or enhance your allies' abilities.

Your tactics on the battlefield depend largely on your element and domains chosen. Air clerics are not very offensive, but when needed they usually employ sonic attacks from the heights. Earth clerics believe the best defense is a good offense, but they also employ the strongest of metal weapons. Fire clerics are feared and unpredictable, appearing to thrive only when everything around them is being devoured by the fiery appetites of their patrons. Water clerics are usually healers, but they can be known to be meticulous in the cruelty of their vengeance when someone wantonly wastes water.

Don't neglect your ability to heal yourself or your allies, but don't burn through your spells early in an attempt to do so; make the most efficient use of your spells in battle, saving the healing until combat is over or it becomes absolutely necessary.

Clerics on Athas: Like the Athasian deserts, the elemental powers are neither benevolent nor malevolent, caring only that their natural forms are preserved in the material world. This is the source of their power, and the impending ecological collapse in Athas has created an unusual and dynamic power struggle on the elemental planes. The clerics of Athas are nothing but the pawns of this titanic struggle.

Daily Life: A cleric typically begins his day by finding a suitable locale where he can commune with his element and pray for the spells he desires. He then spends the rest of the day engaged in whatever task seems most important for advancing his element's goals while trying to avoid too much trouble. When not adventuring, clerics often spend their time seeking out scraps of information about the elemental planes and other clerics. The pursuit of such knowledge is often quite dangerous and can result in the cleric undertaking additional adventures.

Notables: The pursuit of his element's goals garners notoriety for a cleric, but it also can bring about his death of force him into exile. The Wanderer, famous for compiling the history and geography of Athas, is said to be an earth cleric.

Organizations: A cleric usually finds a role in an adventuring party or other organization that allows his free time to explore his divine abilities freely. Since no organization specifically caters to Athasian clerics, many find themselves in drastically different circumstances from those of their comrades.

Within the ranks of elemental clerics, prestige and influence is measured by the depth of their devotion to their element. The most highly admired are those who have further accomplished their element's pact and those who most wield elemental power. When two or more clerics come into conflict, they usually defer to the one with a greater knowledge of their element, relying on wisdom and experiences to provide a reasonable solution.

The elemental clerics are much more tightly tied to their temples than paraelemental ones. Because the elements are losing the battle against the paraelements, they cannot afford to be without staunch allies.

NPC Reactions: The reactions clerics receive from communities are directly tied to how those cultures regard their specific element. A silt cleric is viewed in a much friendlier manner near to the Sea of Silt than near the Forest Ridge, for example.

As a general rule of thumb, an NPC's attitude is one step nearer helpful for elemental clerics and one step nearer hostile for paraelemental clerics.

Class Changes:

Only elemental domains are available.

Air Domain

Cleric Level	Spells
1 st	Featherfall, Hail of Thorns
3 rd	Cloud of Daggers, Gust of Wind
5 th	Gaseous Form, Stinking Cloud
7 th	Fly, Windwall
9 th	Conjure Elemental (Air), Cloudkill

1st Level – You can turn Earth creatures with your Turn Undead ability. You gain proficiency with all ranged weapons.

2nd Level – Channel Divinity: Guiding Winds – You can strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

6th Level – You can speak with all forms of flying creatures and monsters.

8th Level – Divine Strike. You gain the ability to infuse your ranged weapon strikes with elemental energy. Once on each of your turns when you hit a creature with a ranged weapon attack, you can cause the attack to deal an extra 1d8 sonic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

17th Level – Winged Shapechanger. Once per short or long rest, you can transform into a winged creature of CR rating 3 or lower using one action.

Earth Domain

Cleric Level	Spells
1 st	Arms of Hadar* , Wrathful Smite
3 rd	Hold Person , Shatter
5 th	Elemental Weapon (Acid) , Meld Into Stone
7 th	Conjure Minor Elemental(Earth) , Stone Shape
9 th	Conjure Elemental (Earth) , Wall of Stone

*Spell's description is modified so that the arms are made from stone and dirt and they deal bludgeoning damage instead.

1st Level – You gain proficiency with martial weapons and heavy armor. You gain the Mending Cantrip.

2nd Level – Channel Divinity: Fellowship of Stone – This ability lasts for 1 minute. A number of small stones equal to your Cleric level will roll towards you or fly towards your enemies. Their attack bonus is equal to your own. This ability does not work if there are no stones present in the surrounding area. Each stone deals 1d8 bludgeoning damage.

6th Level – Hibernation of Earth – You and up to 10 other creatures must be standing on dirt for this to work. You and the targets will sink down into the ground until you hit bedrock or when you go 10 feet plus a number of feet equal to your Cleric level (whichever comes first). During this time you and the targeted creatures need not breathe and will sleep peacefully. You can do this once per Long Rest. This ability lasts for a number of hours equal to your Cleric level.

8th Level – Elemental Wrath – You have advantage when attacking Air, Fire, and Water Elementals. Once per long rest attacks that target other forms of Elementals deal maximum damage for one encounter. At 14th level you can use this ability twice per long rest.

17th Level – Earth Elemental – Once per long rest you can become an Earth or Stone Elemental. This lasts for a number of rounds equal to your Cleric level.

Fire Domain

Cleric Level	Spells
1 st	Continual Flame* , Searing Smite
3 rd	Flame Blade , Heat Metal
5 th	Elemental Weapon (Fire) , Fireball
7 th	Conjure Minor Elemental(Fire) , Wall of Fire
9 th	Conjure Elemental (Fire) , Planar Binding(Fire)

*Actually a 2nd level spell

1st Level – You can use your Turn Undead ability on Water creatures. You gain Produce Flame as a Cantrip.

2nd Level – Channel Divinity: Sculpt Spells – You can create pockets of relative safety within your fire spells. When you cast a fire spell that affects other creatures that you can see, you can choose a number of them equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

6th Level – Channel Divinity: Wreathed in Holy Fire. This effect lasts for 1 minute. Any creature that ends its turn within a 5 feet radius of you must make a Dexterity saving throw or take 2d6 fire damage. On a failed saving throw they take half damage. Undead take full damage on a failed saving throw. If you move and creatures enter into this radius they also need to make a saving throw.

8th Level – Burn the Unholy. Any turned Undead (using the Channel Divinity ability) also take 1D6 fire damage per Cleric level on a failed Dexterity saving throw. If they make the save they take no damage. Undead that are destroyed are burned into a pile of ashes.

17th Level – Burning Martyr – Use your action to activate an aura of holy fire that lasts for 1 minute (regardless of whether you are still alive or dead by then). This aura is centered on you with a 60 foot radius that moves with you. Your enemies within this radius get disadvantage on Dexterity saving throws and your allies get advantage. Those that fail the saving throw take 10D6 fire damage and those that make the saving throw take half damage. They need to make this save every round that they are in the fire including your character. Your character cannot use any magic or item or spell to reduce this damage, and you cannot have another character heal you as the spell continues. The **ONLY** way that your character can reduce this damage is by a successful saving throw. If your character dies the spell continues until the minute has passed. This spell is in a 60 foot radius sphere.

Water Domain

Cleric Level	Spells
1 st	Create or Destroy Water*, Purify Food or Drink*
3 rd	Fog Cloud, Waterbreathing
5 th	Create Food or Water*, Water Walk
7 th	Conjure Minor Elemental(Water), Control Water
9 th	Cone of Cold, Conjure Elemental(Water)

*These spells only create/destroy/purify half their normal amount.

1st Level – You can turn Fire creatures with your Turn Undead ability. You have proficiency with the Athletics skill and your swim speed is the same as your movement rate.

2nd Level – Channel Divinity: Water Walk – This is equivalent to the Water Walk spell but with a duration of 1 minute per Cleric level.

6th Level – Channel Divinity: Dampen Elements – When you or a creature within 30 feet of you takes acid, cold, fire, lightning or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage. If it is acid or other water related damage, you or the creature take no damage.

8th Level – Potent Spellcasting. You can add your Wisdom modifier to the damage you deal with any Cleric cantrip.

17th Level – Breathe in Vain. A bolt of water vapor springs forth from your hand and flies up to 150 feet to a point of your choosing. Centered on that point, vile tentacles of water erupt and attempt to drown any nearby living creatures. Those creatures need to make 3 Constitution Saving Throws to expel the water from their lungs or drown. See Drowning Rules for other clarifications.

Sun Domain

Cleric Level	Spells
1 st	Burning Hands, Faerie Fire
3 rd	Flaming Sphere, Scorching Ray
5 th	Daylight, Fireball
7 th	Guardian of Faith*, Wall of Fire
9 th	Flame Strike, Scrying

*Spectral Guardian replaced by Sun Paraelemental

1st Level – Blessing of Our Creator. When you choose this domain at 1st level, you may choose one of the following powers:

Sun Flare: You automatically succeed on Constitution saves against heat caused by natural weather; your water consumption is treated as if you were continually in the shade.

Light's Revelation: Once per day as an action you can burn all creatures within 20 ft. who intentionally tell a lie (it must be a falsehood, not a half-truth or incomplete information), dealing 1d6 fire damage/3 cleric levels. This power lasts for 1 minute. Each creature can only be damaged once, regardless of how many lies they tell.

Fiery Wrath: You gain your cleric level in fire resistance.

Burning Eyes: You cannot be stunned or blinded by light effects, magical or otherwise. During the day when outside, you gain a bonus on Perception checks equal to your cleric level/3.

1st Level – Warding Flare. You can interpose the sun's radiance between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

2nd Level – Channel Divinity: Crimson Smite – You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present a symbol of the sun, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

6th Level – Improved Flare. You can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

8th Level – Potent Spellcasting. You can add your Wisdom modifier to the damage you deal with any Cleric cantrip.

17th Level – Corona of the Creator. You can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Druid

“A spirit took me in, when neither of my parents would accept me. Athas provides for those who care for it. We live in a desert simply because no-one cares for the land.” —Sutura, half-elven druid

Athasian druids are the protectors of Athas’ dying landscape. Patient and often unforgiving, they try to preserve and reclaim the barren lands that surround the Tyr region. Well-armed with spells and abilities from the Spirits of the Land, they work to bolster Athas’ failing ecology.

Often, druids prefer to remain hidden, observing the behavior of creatures and people before passing judgment. Travelers to an oasis are often unaware they are being observed; wanton destruction of the oasis will find themselves under the full fury of the druid and his many abilities.

Making a Druid: Druids cast divine spells through the powers granted them by a spirit of the land. A druid develops a special relationship with the land’s spirit. As a druid travels the tablelands, she is recognized by the spirit of the land as a friend. The spirit grants the druid’s spells, while the druid protects the land and reinforces the spirit. In addition to spells, druids receive special abilities as they gain in knowledge and power.

Races: Druids come from all races common in the Tablelands, although some have more natural talent than others. Half-elves, with their natural affinity for animals, make good druids. Their often-lonely existence also lends itself well to a lone druid caring for a piece of Athas. Pterrans are often druids, as it follows their Life Path, the Path of the Druid. Aarakocra, muls and Thri-kreen are also good candidates for druids. Halflings druids often hold a position of respect and authority among their tribe. Halfling druids are rarely found outside of the Forest Ridge, though. Half-giants, with their slow wits, make poor druids. Of the savage races, tareks sometimes have druids in their numbers, but rarely do other creatures have the patience or ability to care for a particular piece of Athas.

Druids get along well with most of the races of the Tablelands, provided they respect the natural order of the land. Creatures that kill without need or destroy out of sheer pleasure will find an enemy in the druid.

Alignment: Druids understand the harsh cycle of life and death, of predator and prey, and so one component of their alignment must be neutral. Good druids will tend to help the people they protect, if they serve as protector of a village. They will leave visitors alone, letting them refill their water pouches at no cost, provided there is no abuse. Neutral druids will put the concerns of their guarded lands first, and will not hesitate to punish those that break any rules the druid has determined. Evil druids often rule by fear; some people of the Tablelands prefer the justice of the druid to that of the city-states, even though the druid may be harsh and cruel. The evil druid will often make the villagers work for their protection, helping to plant trees or shrubs, or repair any damage done by a Tyr— storm. Evil druids that guard an oasis or similar geological feature will demand a toll or gift of small bands for the use of their land.

Playing a Druid: You are a humanoid servant devoted to Athas and all of its elements equally. As a guardian, tender, warrior, and sometimes assassin, you further the cause of nature and help to make Athas verdant again.

You, like nature itself are neutral. You see the balance of all things. You know that every living creature is part of the food chain, and birth and death are the natural order of life. This is one of the reasons druids harbor such intense hatred for the defilers. Their magic of decay lies outside the normal cycle of life. Matter should not be destroyed, but converted to a form that will eventually return to the earth. Defiling magic destroys that which should never be destroyed, and its practice is an abomination to druids.

Religion: A druid is an individual who has devoted themselves to the balance of nature on Athas, and in particular someone who has sought out or been chosen by one of the few living spirits left in the barren land, protecting and nurturing them and the natural balance they represent. Individual druids do not necessarily recognize one another as kin or as brothers in a religion; each conducts their affairs as they see fit in their quest to restore the balance of nature and protect their spirit's lands. Most druids recognize the various spirits as a manifestation of Athas itself, though some few more primitive or uncultured individuals or groups may believe the spirit to be a god and treat it as such.

Other Classes: Druids get along with most classes, though they despise wizards. Magic is the cause of Athas' current state, so say the druids, and while they may tolerate preservers for a short while, defilers are slain on sight. Templars are usually not welcomed by druids, as the templar is responsible for a city that encroaches on nature, and templars serve the sorcerer-kings, Athas' most powerful magic users. Elemental clerics are well received by druids, as they often share the same goals. Druids are usually at odds with paraelemental clerics, though. The paraelement proliferation on Athas is usually at the land's expense, destroying what the druid tries to accomplish.

Rangers are probably the druid's best allies. They often share the same goals, and the druid may even call upon the ranger for help in controlling a species that has become problematic or detrimental to an area. However, the ranger and the druid may sometimes be at odds, if the ranger is determined to eradicate his favored enemy while the druid seeks to protect that particular species.

Combat: Your ability to summon creatures and to turn into them is your primary weapon. Consider using them to aid your companions in flanking maneuvers, or better yet to harass enemy spellcasters (many of whom are easy to hit), especially if they are defilers. Few foes are prepared for an opponent who can call such potent beings to service, so you've also got the advantage of surprise.

Though somewhat skilled at both combat and spellcasting, you are more suited to guerrilla warfare— tracking enemies to their lair ambushing them while they sleep, or engaging in other surreptitious tactics. With woodland stride and trackless step, you can usually escape through the wilderness before your enemies know what hit them.

Druids on Athas: Perhaps the only thing rarer to see in Athas than a wizard is a druid. After centuries of persecution, they were forced to either die in the hands of the agents of the sorcerer-monarchs, or to watch their beloved land wither and die before their eyes.

Because of that, druids are usually loners and avert to social interaction. They live off the land, within the land, and they have sacrificed their entire lives for the land, very little besides it occupies the mind of a druid.

Daily Life: A druid adventures to learn about Athas, to protect nature, and to further his own aims. Druids usually spend their days in contemplation of nature and tending their lands; one may watch over a particular stretch of open desert, another may protect a belt of scrub grass within it, while still another might watch over a small oasis that borders on both, always hidden and always watching.

The Athasian druid is a wanderer who hunts down a powerful defiler that has spoiled the wastes, or a visionary who tends the land and teaches the local population how to live in harmony with their surroundings. The Athasian druid fights for an almost lost cause, and it matters not if that cause is revenge himself against those who destroyed his land and friends or a ceaseless desire to bring green and hope to Athas.

Notables: Druids very rarely become famous, since they usually avoid social interaction combined the fact that it might put their lives at risk since usually sorcerer-kings and defiler usually put a reward for the head of a notorious or

troublesome druid. A legend claim that Mearedes the druidess came to the island of Shault when its forest was all but dead and she managed to nurture it back to its vibrant health.

Organizations: Ever since the Eradication, a n anti-druidic jihad led by sorcerer-kings more than 1,500 years ago, no specific druidic organization exists, although some form temporary alliances with Veiled Alliance members from time to time.

Legends say that the druids who remained after the Eradication gathered on a high mesa somewhere in the northern Tablelands. It was there they decided that they should scatter to the most remote reaches and farthest regions of Athas, there to bide their time, waiting for the day when they were powerful enough to challenge the sorcerer-kings again. This was a long time ago, and the druids have yet to return to the cities of the defilers. Some say that they will never return and that their seclusion and isolation have destroyed whatever power they once wielded as a circle. Others say that the druid's long wait is indicative of their cunning, and that their plan is to insure that the next confrontation with the kings won't end in defeat.

NPC Reactions: Druids are natural loners, and usually avoid social interactions unless they have to. In such cases, those who are directly benefited from the druid's work of tending the land begin two steps nearer helpful, while defilers and evil paraelemental clerics begin two steps nearer hostile.

Class Changes:

Skills

In addition to the skills in the Player's Handbook, Stealth and Persuasion can be chosen as skills for Athasian druids.

Weapon and Armor Proficiency

Druids are proficient with the alak and the blowgun, in addition to the proficiencies given in the Player's Handbook.

Wild Shape

Druids can wild shape into the following creatures, assuming they have seen them before.

Druid Level	Creatures
1 st Level	Boneclaw (Lesser), Carru, Dire Rat, Eagle, Erdlu, Janx, Jhakar, Kes'rekel, Kivit, Owl, Silt Spawn, Snake (Small or Medium Viper)
4 th Level or Higher	Carru (bull), Cheetah, Crodlu, Crodlu (Heavy), Dire bat, Erdland, Jhakar (Medium), Kluzd, Leopard, Lizard (Giant), Lizard (Monitor), Rasclinn, Shark (Athasian)
7 th Level or Higher	Crodlu (Heavy Warmount), Inix, Kalin, Kluzd (7HD), Lirr, Puddingfish, Lion, Lizard (Subterranean), Snake (Huge Viper), Takis, Tiger
10 th Level or Higher	Cha'thrang, Dire lion, Hatori, Lizard (Minotaur), Shark (Athasian, Huge), Snake (Giant Constructor)
13 th Level or Higher	Lirr (Large), Ruktoi, Sloth (Athasian)
16 th Level or Higher	Dire Athasian Shark, Dire Tiger, Hatori (Gargantuan), Silt Horror (White), Slimahacc

*Stats for these monsters are presented in the *Terrors of Athas* pdf on Athas.org. (DM Note, stats are for 3.5 edition)

Fighter

“Any wastelander can pick up a bone and call it a club, but try pitting fifty of those against one dozen trained soldiers, and maybe you’ll have an even match.” —Nikolos, human fighter

From the small forts in sandy wastes of Athas to the guards of the merchant houses in the city-states, fighters are Athas’ most common sight. Whether it is as mercenaries for the sorcerer-kings or as hired guards protecting the wealth of the nobility, fighters can be found everywhere in the Tablelands. Athas’ fighters are trained to fight in small groups or huge units. Those that have proven themselves become the commanders in the city-states’ armies, commanding hundreds or even thousands of men into war.

Making a Fighter: Fighters receive the best allotment of fighting skills and abilities. They learn the use of most weapons, the best armors and shields, as well as gaining special abilities to use with these weapons and armor.

Some fighters specialize in using a single weapon, and become masters at its use and deadliness. Other fighters will prefer more rounded skills, learning to shoot from far with bows and arrows, or nets or spears. Regardless, the fighter is to be feared.

Races: All of Athas’ races can become fighters. Humans are usually the most numerous, though, since they are the most numerous of the races of the Tablelands. Dwarves make good fighters, even though they are smaller than most races; their inborn toughness and great strength more than makes up for their smaller stature. The half-giants are also seen very often as fighters, since their great strength and size are perfect for the job. Muls, with the inherited traits of both humans and dwarves, are also great fighters. Elves, with their long legs and frail constitution, are not often seen as fighters. Athas’ intelligent insects, the Thri-kreen, make excellent warriors, with their four arms and the fact they do not need to sleep. Many of the savage races of the Tablelands are fighters, although most become rangers in order to survive.

Alignment: Fighters come from all walks of life, and can be of any alignment. Good fighters are usually seen as the protectors of small villagers or are part of renegade slave tribes, helping their tribe to survive in the harsh desert. Or they can be found as a dwarf perhaps, whose focus it is to guard his fellows. Evil fighters are often part of mercenary bands or under the control of a sorcerer-king; these beings often fight for power and money. Evil fighters can also be found as the rulers of small forts, guarding their oasis and exacting a hefty toll for its use.

Playing a Fighter: Playing an Athasian fighter is not much different than playing one in other settings, the only difference is that the extreme heat makes most armor less than desirable on Athas.

As a fighter, you undertake adventures according to the dictates of your cause, your faith, or your own selfish needs. You might find yourself on the hot, sandy field of battle, charging shoulder to shoulder with peasants and soldiers, raising pitchforks and shields against the defilers of the enemy army.

Religion: There are no gods on Athas, but many fighters worship the sorcerer-king of their respective cities as gods. Some fighters pay homage to the elemental forces of the Tablelands, asking their favored element for luck before entering the battlefield.

Other Classes: Fighters get along with most other classes. The rangers of the Tablelands often receive the highest of the respect for their ability to survive the wastes. Gladiators and fighters are often at each other’s throats,

since both share great combat abilities but differ in their methodology; they often try to show how each is better than the other is. Elemental clerics are welcome for their healing abilities as well as the help they can provide in battle.

Fighters are uneasy around wizards; like the rest of the population they distrust magic. Templars are also distrusted, for the same reasons everyone else distrusts templars. Rogues are usually scorned by fighters; they prefer open battle to the rogue's sneaky ways.

Combat: Your specific tactics in battle depend on your role in the party and your weapon of choice. However, certain tactics are common to all fighters.

You are generally at the forefront of any battle. Fighting on the front line allows you maximize your combat feats. Furthermore, if opponents focus on you, they cannot injure your allies. As a fighter, you're at your best when you can take on the monster or opponent that deals the most damage.

Fighters on Athas: Fighters bring clashing weapons, stirring speeches, and mass combat to the campaign. On Athas, the fighter is a trained warrior, a soldier skilled in mass warfare. Every society on Athas maintains an army of fighters to protect itself from attack or to wage wars of plunder and annihilation against its neighbors. Fighters are both the commanders and soldiers in these armies, and at higher levels are experts in both individual and formation combat, leadership, and morale.

Daily Life: A fighter adventures to prove his superior skill at arms, to advance the cause of whatever master he might serve, and to further his own aims. Once he has reached a respectable level of accomplishment, a fighter might take the Leadership feat and start building his own army. As word spreads, less experienced warriors who are eager to fight for the same causes seek him out as the desperate peoples of Athas constantly look for great commanders, warriors who will lead them.

Notables: Fighters can notoriety for their deeds, whether triumphs in combat, selfless acts of great honor, or great tyranny. Many an adventurer grew up on stories such as that of the Crimson Legion, and how it managed to defeat Urik's previously undefeated army.

Another legend tells of about the rise and fall of General Zanthiros, the leader of the Balican army who managed to save the city from an onslaught of beast-headed giants more than once, and after losing the elections, left the city with hundreds of soldiers loyal to him and formed a raiding tribe.

Organizations: Fighters often band together into small armies or as mercenary groups working for trade houses. These organizations typically have different credos and values, but they allow their members to focus their time on their individual quests.

NPC Reactions: Individuals react to fighters based on their previous interactions with other members of the class. A brave fighter meets cold silence and contempt around the Barrier Wastes where evil fighters oppress the populace.

Gladiators usually talk down on fighters, saying that gladiators are the true masters of combat. Fighters usually reply that gladiators are nothing without a crowd looking. Because of that, their initial reaction is one step towards unfriendly than normal.

A fighter who has lived long enough to retire from adventuring typically acquires some position of authority, with commensurate political power, whether as a caravan leader, army general, or ruler of a raiding or slave tribe.

Class Changes:

Removal

The Eldritch Knight martial archetype is no longer available.

Psion

“Resist all you like. I have ways of making you think.” —Dechares, Dwarven interrogator

The psion learns the Way, a philosophy of mental discipline, to become master of his will, or innate mental power. Most aspiring psions seek out an instructor, a master of the Way. Most Athasian cities contain psionic academies where students receive instructions in exchange for money or loyal service.

Making a Psion: The psion learns the Way in order to shape his Will. The psion uses, through study called the Way, how to manifest the power inherent in his inner self. The psion is able to project this power, the Will, into creating all sorts of supernatural effects. The psion may know a limited number of ways to shape his will, but he enjoys great flexibility in how he uses his known powers.

Races: Nearly all living creatures have a latent psionic capacity, and psions are found among all sentient races of the Tablelands, and even among some creatures that are not ordinarily considered sentient.

Alignment: The search for refinement of the Way tends to draw many psions into a neutral view of the world, so most psions have one part of their alignment that is neutral. Good psions may spend their time in search of new powers, or help their village defend itself against predators, or maybe join the ranks of Merchant Houses. Evil psions may serve as agents in service of the sorcerer-kings, or as more shady agents of Merchant Houses, or simply work as mercenaries and offer their specialized services to the highest bidder. Even though many psions tend to have a neutral view of the world, they can be of any alignment.

Playing a Psion: When you first learned to use psionics, you were taught to create a nexus—a point in the center of your being where physical, mental, and spiritual energy can be harnessed. It is the union of these powers that allows you to perform the remarkable feats you’re capable of.

As a psion, your choice of discipline is all-important to you. Seers are not very powerful, if one defines power as the ability to cause immediate harm to one’s foes, but they are the most capable information gatherers of Athas. Shapers are tinkerers, creating toys and monsters out of thin air, just to dismiss them and build another. Kineticists are battlefield psionists who are actively sought out as military auxiliaries, and is almost as good as a wizard for creating mayhem in a fight. Egoists have a wide range of useful powers: they can fight as well as a fighter, become stealthier than a thief, heal like a cleric, or change shape like a wizard. Nomads possess an array of valuable powers that can bypass almost any obstacle and confound any enemies, working with the very fabric of space, time, and reality itself to achieve his goals. Telepaths are considered by some to be the most powerful psions, and most Athasians are terrified of a telepath’s ability to manipulate their very thoughts.

Religion: Psions use the Way to manifest their inner powers; through long hours of meditation and extremes of the senses, they seek knowledge inward. Their power comes from inside them, so only psions from the most animistic cultures look to outside beings or religions for spiritual fulfillment.

Other Classes: Psions tend to be drawn to those like themselves. Lower-level psions tend to have a nearly worshipful attitude towards higher level psions, curious about their mysterious training and knowledge.

Higher-level psions tend to either stay to themselves, or to try to befriend almost everyone, pressing for party leadership. Most psions tolerate priests and druids (although some psions make needling remarks about “foolish

superstition”), but most psions are uneasy with wizards. Psions view wilders much in the same way that a fighter views a barbarian—untrained, erratic, and as much a danger to his companions as to his enemies.

Combat: You usually disdain combat and other primitive displays of force, but when needed, you use your impressive array of psionic powers for both attack and defense against your enemies, just as any other psionic character would.

Psions on Athas: Nearly every level of Athasian society is permeated with psionics. Even the humblest slave may possess an unusual talent or ability, while the most powerful enchantments of the sorcerer-monarchs include psionic elements. Mental powers are used on an everyday basis in Athasian culture.

Telepaths allow instantaneous communication across hundreds of miles. Draft animals and slaves are kept under control by psionic overseers. Prophets use their visionary powers to forecast the fortunes of kings and peasants, find missing objects, and solve crimes. Kineticists and egoists use their potent abilities in all manner of enterprises, both legitimate and otherwise.

Daily Life: The study of the Way is very similar to the study of magic. Just as wizards strive to master more advanced and difficult spells, psionicists must constantly seek to unlock new and more powerful abilities. Unlike wizardry, there is no single formula that will reproduce an effect of the Way that will work the same for each individual. Students must independently develop the command of their powers.

High-level psions tend to become contemplative masters, so they can make good patrons for lower-level PCs. Such psions often hire adventurers to gather rare psionic items for study or to recover lost knowledge of the ancient ages in their stead.

Notables: The human psion known as Pharistes brought chaos over the Tyr Region when he activated a powerful artifact that dampened all psionic power in the region and drove all thri-kreen mad because he thought the abuse of psionics was the cause of all the evil under the dark sun.

Organizations: Psions don’t organize together, but they often join other organizations, specially psionic academies and monasteries.

NPC Reactions: The common people usually react to a psion exactly as they would to any other psionicists in their community. Because trained psionicists are scarce and their skills are vital, they are highly valued by many elements of the Athasian society. Unlike wizards, psionicists are free of the taint of magic and need not disguise their calling. They owe no loyalty to the sorcerer-kings, unlike the templars. Even clerics and druids have elemental powers and guarded lands that they must place before all other considerations. Psionicists are free of these patrons and responsibilities and may employ their powers as they see fit.

Athasian Psion

Level	Proficiency Bonus	Features	Cantrips Known	Psi Points
1st	+2	<i>Unarmored Defense, Awakened Mind</i>	2	-
2nd	+2	<i>Mental Bombardment, Patient Defense, Step of the Wind, Truth Sense</i>	2	2
3rd	+2	<i>Mental Deflection, Psychic Path Feature</i>	2	3
4th	+2	<i>Ability Score Improvement, Slow Fall</i>	3	4
5th	+3	<i>Clairvoyant Mind, Mental Recuperation</i>	3	5
6th	+3	<i>Mind Ward</i>	3	6
7th	+3	<i>Evasion, Stillness of Mind</i>	3	7
8th	+3	<i>Ability Score Improvement</i>	3	8
9th	+4	---	3	9
10th	+4	<i>Thought Shield</i>	4	10
11th	+4	---	4	11
12th	+4	<i>Ability Score Improvement</i>	4	12
13th	+5	<i>Tongue of the Supreme Mind</i>	4	13
14th	+5	<i>Create Thrall</i>	4	14
15th	+5	<i>Mind over Body</i>	4	15
16th	+5	<i>Ability Score Improvement</i>	4	16
17th	+6	---	4	17
18th	+6	<i>Tower of the Mind</i>	4	18
19th	+6	<i>Ability Score Improvement</i>	4	19
20th	+6	<i>Lord of the Way</i>	4	20

Class Features

As a Psion, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Psion level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Psion level after 1st

Proficiencies

Armor: None

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose three from Arcana, History, Insight, Intimidation, Investigation, Perception, Psionics and Persuasion.

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC is equal to 10 + your Dexterity modifier + your Intelligence modifier. (If you are a Thri-Kreen, the bonus is 13 + your Dexterity modifier(max 3) + your Intelligence modifier.)

Awakened Mind

Beginning at 1st level, your psionic knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. (If you are a Thri-Kreen, your existing telepathic range is increased to 150 feet.)

Cantrips

You know two cantrips of your choice from the list below. You learn additional cantrips of your choice at levels 4 and 10.

List Of Cantrips

Friends, Message, Prestidigitation, Vicious Mockery, Resistance, Minor Illusion, Blade Ward, Guidance, Eldritch Blast (Mind Bullet).

Psion Points

Beginning at 2nd level, your training allows you to harness your innate psychic energy. Your access to this energy is represented by a number of Psion points. Your Psion level determines the number of points you have, with one point per level. You can spend these points to fuel various Psi features. You start knowing three such features: Mental Bombardment, Patient Defense, and Step of the Wind. You learn more Psi features as you gain levels in Psion. When you spend a Psi point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended mental energy back into yourself. You must spend at least 30 minutes of the rest meditating to regain your Psi points. Some of your Psi features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Psi save DC = 8 + your proficiency bonus + your Intelligence modifier.

Psi Points Earned

You earn 2 Psi points at 2nd level and one Psi point every level after. Psi points cap at 20 points at Level 20.

Mental Bombardment

Immediately after you manifest a cantrip on your turn, you can spend one Psi point to manifest another cantrip.

Patient Defense

You can spend 1 Psi point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 Psi point to take the Disengage or Dash action as a bonus action on your turn, causing you to levitate with your mind. Your jump distance is also doubled for the turn.

Truth Sense

Your keen mind can sense lies and read other people. You have advantage on any Insight check made to determine truth, and gain proficiency in the Insight Skill. If you are already proficient in the Insight skill, you gain expertise, allowing you to add twice your proficiency bonus to the skill.

Mental Deflection

Starting at 3rd level, you can use your mind to deflect or halt a missile as a reaction for when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Intelligence modifier + your Psion level.

If you reduce the damage to 0, you can halt the missile if it is small enough to be easily held in one hand. If you halt a missile in this way, you can spend 1 Psi point to make a ranged attack with the weapon or piece of ammunition you

just caught. You make this attack with proficiency, regardless of your weapon proficiencies.

(3rd Level Psychic Path)

Choose one of the professions.

(1) Way of the Psychic Warrior

Cerebral Training

Starting at 3rd level, you gain proficiency with 3 martial weapons of your choice and the ability to spend 2 Psi points to manifest Shield as a spell.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

Psychic Armor

At 11th level, you can spend 2 Psi points to manifest Armor of Agathys as a spell, causing psychic damage instead of cold damage. You may also spend 2 additional Psi points to increase the power level.

Psychic Meltdown

At 17th level, you gain the ability to set up a lethal mind lock. When you attack a creature within 10 feet with a psionic power, you can spend 3 Psi points to start imperceptible vibrations within the creature's brain, which last for a number of days equal to your Psion level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points, and is a drooling mindless creature. If it succeeds, it takes 10d10 psychic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the mind lock harmlessly without using an action.

(2) Way of the Mentalist

At 3rd level you take on the way of the mentalist. You can use Psi points for powerful effects. Those with level requirements cannot be used until that level has been reached.

You may choose 2 from the list below. You learn one additional Mentalist skill of your choice at 6th, 11th, 15th and 17th level. Whenever you learn a new Mentalist skill, you can also replace one Mentalist skill that you already know with a different discipline.

Mentalist Expanded Power List

<i>Required Level</i>	<i>Mentalist Skills</i>
<i>N/A</i>	<i>Minor Telekinesis, Mental Wave, Mental Punch, Mental Charm, Mental Exhaustion, Mental Recovery, Commanding Mind, Exacting Will, Calming Will</i>
<i>6th</i>	<i>Clench of the Mind, Mental Shriek, Horrifying Mind</i>
<i>11th</i>	<i>Mind over Body, Confusing Mind, Mental Movement, Nightmare Delving</i>
<i>15th</i>	<i>Dominating Mind, Telekinesis</i>
<i>17th</i>	<i>Mind over Masses, Telepathy</i>

Minor Telekinesis. As per spell but with a pound limit equal to your Psion level x10lb. Example, at 6th level you can pick up a creature or object that is 60lb or less.

Mental Wave. You can spend 2 Psi points to manifest Thunderwave as a spell.

Mental Punch. You can create a blast of force that strikes like a mighty fist. As an action, you can spend 2 Psi points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional Psi point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

Mental Charm. Spend 2 Psi points to manifest Charm Person as a spell.

Mental Exhaustion. Spend 2 Psi points to manifest Sleep as a spell.

Mental Recovery. Spend 2 Psi points to manifest Cure Wounds as a spell.

Commanding Mind. Spend 2 Psi points to manifest Command as a spell.

Exacting Will. Spend 3 Psi points to manifest Crown Of Madness as a spell.

Calming Will. Spend 3 Psi points to manifest Calm Emotions as a spell.

Clench of the Mind (6th Level Required). You can spend 3 Psi points to manifest Hold Person as a spell.

Mental Shriek (6th Level Required). You can spend 3 Psi points to manifest Shatter as a spell.

Horrifying Mind (6th Level Requirement) You can spend 3 Psi points to manifest Fear as a spell.

Mind Over Body (11th Level Required). You can spend 4 Psi points to manifest Stone-Skin as a spell, targeting yourself.

Confusing Mind (11th Level Requirement). You can spend 3 Psi points to manifest Confusion as a spell.

Mental Movement (11th Level Requirement). You can spend 4 Psi points to manifest Fly as a spell.

Nightmare Delving (11th level Requirement) You can spend 3 Psi points to manifest Phantasmal Killer as a spell.

Dominating Mind (15th Level Requirement) You can spend 4 Psi points to manifest Dominate Person as a spell.

Telekinesis (15th Level Requirement) You can spend 4 Psi points to manifest Telekinesis as a spell.

Mind over Masses (17th Level Requirement) You can spend 4 Psi points to manifest Mass Suggestion as a spell.

Telepathy (17th Level Requirement) You can spend 4 Psi points to manifest Telepathy as a spell.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your Psion level.

Clairvoyant Mind

Beginning at 5th level you can manifest Clairvoyance as a ritual by meditating for 10 minutes.

Mental Recuperation

At 5th level you can spend 15 minutes meditating and regain half of your Psi points. You can only use this ability once per long rest.

Mind Ward

At 6th level, you learn to mentally ward yourself against attack and to turn an enemy's failed strike into an opportunity to exploit. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll before it is made. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Evasion

At 7th level, your instinctive mind lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Thought Shield

Starting at 10th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Tongue of the Supreme Mind

Starting at 13th level, you learn to touch the Psi of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Create Thrall

At 14th level, you gain the ability to infect a humanoid's mind with your supreme intellect. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is manifest upon it, the charmed condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

Mind over Body

At 15th level, your Psi sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. You only age 1 year for every 5.

Tower of the Mind

Beginning at 18th level, you can use your action to spend 4 Psi points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 Psi points to manifest the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

Lord of the Way

At 20th level, when you roll for initiative and have no Psi points remaining, you regain 4 Psi points. You can also spend 10 Psi points to manifest the spell Weird.

Ranger

“What you call monsters and beasts are simply other beings trying to survive in the wastelands. Some of them are just as desperate, lost, and confused as you are.” —Sudatu, Elven scout

The wastes of Athas are home to fierce and cunning creatures, from the bloodthirsty tembo to the malicious gaj. Because of that, Athasians have long learned how to adapt and survive even in the most inhospitable and savage environments.

One of the most cunning and powerful creatures of the wastes is the ranger, a skilled hunter and stalker. He knows his lands as if they were his home (as indeed they are); he knows his prey in deadly detail.

Making a Ranger: Rangers are capable in combat, although less so in open melee than the fighter, gladiator, or barbarian. His skills allow him to survive in the wilderness, to find his prey and to avoid detection. The ranger has the ability to gain special knowledge of certain types of creatures or lands. Knowledge of his enemies makes him more capable of finding and defeating those foes. Knowledge of terrain types or of specific favored lands makes it easier for him to live off the land, and makes it easier for him to take advantage of less knowledgeable foes. Rangers eventually learn to use the lesser spirits that inhabit Athas in order to produce spell-like effects. These lesser spirits inhabit small features of the land – rocks, trees, cacti and the like. These spirits are relatively powerless, and cannot manifest themselves. Their awareness is low, and their instincts are of the most primitive sort. The relationship between these lesser spirits and the creatures known as Spirits of the Land is unknown.

Races: As the race that carries the most fear and hatred of other races, and as the people with the richest land to protect, Halflings become rangers more commonly than any other race except for half-elves. Halflings are at home in their terrain (typically Forest Ridge or the Jagged Cliffs) and the ranger class teaches them the grace to move without detection, often to deadly effect. Their practice of cannibalism to emphasize their superiority over other sentient beings puts the ranger’s tracking abilities to deadly use. Halfling rangers tend to take favored lands primarily, followed by favored enemy benefits. In the Forest Ridge, halfling rangers tend to pick pterrans and other neighboring races as favored enemies; rangers of the Jagged Cliffs tend to focus on bvanen, and kreen.

Elves frequently become rangers, serving as scouts and hunters for their tribes, but elves are not as naturally drawn to the wilderness as they are to magic. Half-elves are the race most compellingly drawn to the ranger class, since their isolation and natural gift with animals gives them a head start above rangers of other races.

Half-Elven rangers sometimes seek to impress their Elven cousins with their desert skills, and when they are rejected, the wilderness often becomes the half-elf’s only solace. A few half-elves turn to bitter hatred of the parent races that rejected them, and become merciless slave– hunters.

Although ranger skills do not come to naturally humans, their famous adaptability wins out in the end, and many humans make fine rangers. A few muls take up the ranger class while surviving in the wilderness after escaping slavery. Dwarves who become rangers find that their focus ability combines powerfully with the abilities of favored enemy and favored lands, but such characters rarely become adventurers since they tend to master wilderness skills in order to guard Dwarven communities.

Pterrann rangers are common since rangers get along so well with the druidic and psionic leaders of the pterrann villages. Aarakocra are similarly drawn to the ranger class to protect their villages from predators and enemies. Rangers are not unusual among the most hated humanoid races of Athas, such as gith, belgoi, and braxat. Among the various and dwindling communities of the wastes, rangers are the most common character class.

Alignment: Rangers can be of any alignment, although they tend not to be lawful, preferring nature to civilization, silence to casual conversation, and ambush to meeting a foe boldly on the battlefield. Good rangers often serve as protectors of a village or of a wild area. In this capacity, rangers try to exterminate or drive off evil creatures that threaten the rangers' lands. Good rangers sometimes protect those who travel through the wilderness, serving sometimes as paid guides, but sometimes as unseen guardians. Neutral rangers tend to be wanderers and mercenaries, rarely tying themselves down to favored lands. The tracking and animal skills of rangers are well known in the World; virtually every trade caravan has at least one ranger scout or mekillot handler. Sometimes they stalk the land for vengeance, either for themselves or for an employer. Generally only evil rangers ply their skills in the slave trade. Other evil rangers seek to emulate nature's most fearsome predators, and take pride and pleasure in the terror that strangers take in their names.

Playing a Ranger: As a ranger, you nurture a close, almost mystical connection to the deadly terrain of Athas. To you, the burnt landscape is not a friend, but a well-respected adversary. Danger is always present, yet you understand it and even find a certain succor in living alongside it.

Religion: Many rangers pay homage to the elements, but a greater number honor the moons and the stars that guide them in the night – even though these celestial bodies do not have priests. In several city-states, particularly Gulg, Kurn, and Eldaarich, many rangers owe fealty to the sorcerer-kings – virtually the entire noble caste of Gulg is comprised of rangers called judaga. Some rangers pay patronage to the Spirits of the Land, although these spirits do not bestow spells on rangers except those that multi– class as druid.

Other Classes: Rangers are slow to make friends with anyone, but have a particular affinity to druids, and to a lesser extent, barbarians and psions. Rangers tend not to lean on others for support and friendship, and often find it difficult to tolerate others who are quite different from themselves, such as talkative traders or controlling templars. Good rangers might simply try to avoid sharing a watch with a character that annoys them; neutral rangers tend to abandon annoying companions or just let them die; while evil rangers act friendly to the annoying companion and then slit their throat in their sleep.

Good rangers tend to hate defilers, although many rangers are ignorant of the distinction between preserving and defiling and hate wizards of all stripes. Strangely, many rangers have little objection to taking a companion who is of a favored enemy race, so long as that they are convinced that the companion is trustworthy and loyal.

Combat: Although you are a formidable warrior, you usually prefer not to stand against the sheer might of Athas' fighter, barbarians and gladiators. Your greatest ally is the environment itself. While in your favored terrain, you have a clear advantage over your adversaries. Try choosing favored enemies that are more common in your favored terrain.

As you advance, you are well served to invest in spells that have an effect other than dealing damage. If you can't drop a foe in one or two attacks, you can use entangle, snare, sting of the gold scorpion, or the like to make your opponents less dangerous in a prolonged fight.

Rangers on Athas: The Athasian wilderness is harsh and unforgiving, calling for skilled and capable men to master its ways—the ranger answers that challenge, living a rugged life through clever mastery of his surroundings. The ranger has a potent combination of stealth, woodcraft, magic, and fighting skill, making him the master of the wilderness.

Daily Life: A ranger adventures to learn about Athas, to protect nature, and to prove his superior hunting skills. Rangers spend their days in contemplation of nature, and tending their animal companions.

The Athasian ranger is a wanderer who hunts down a defiler to avenge himself for having his village destroyed, or a mercenary hunter for both monsters and humanoid creatures, or even a loner who simply prefers the company of animals.

Notables: Tales of halfling snipers are among the common Athasian legends. Any traveler to the Forest Ridge should rightfully fear the cannibals that move without a sound and strike without being seen. Thri-kreen are fabled for their rangers, as they are fast-moving relentless natural hunters, and their unarmed combat abilities become even more deadly when applied to subduing a quarry.

Organizations: There is no organized ranger organization; you are most likely to be a loner—or at best the leader of a group of raiders or renegades—than you are to gather with other rangers.

Often merchant houses are eager to employ you as a caravan guide through the most dangerous trade routes, or a city-state's templarate might hire you to provide a safe path to a templar patrol.

NPC Reactions: Within a city-state or large settlement, you find that you are either ignored or regarded with some small amount of curiosity. It is only after a city-dweller find himself outside the boundaries of his city-state that he truly appreciates you. Indeed, he holds you in the highest of regards, knowing that you are all that stands between him and a horrible death in the wastes.

Class Changes:

None.

Wizard

“So what if the land becomes barren? It’s not like we’re going to stick around.” —Datuu

Dawnchaser, elf defiler

Athasian wizards drain energy from the surrounding soil. The method used labels the wizard as a defiler or a preserver. Preservers have the self-control to gather energy without destroying plants. Those who do not, or who feel no remorse about the damage caused, become Defilers. Defilers leave behind sterile soil and infertile ash when they cast spells. Because of this, most wastelanders blame wizards for the desert landscape that dominates the Tablelands today, and their hatred extends to defilers and preservers alike. In the seven cities, arcane magic is outlawed and feared.

Writing is also illegal in the Tablelands, thus wizards have to go to great lengths to conceal their spellbooks, and they have refined this art to the point where even fellow wizards can be hard pressed to identify a spell book. When found, they are precious resources, hoarded and studied by wizards thirsty for knowledge or power.

Making a Wizard: The wizard’s greatest strength is also his greatest liability. Often wizards will conceal their abilities, learning to mask their spellcasting behind other actions. For all but the most powerful wizards, secrecy is of prime importance, and some will not exercise their power in the presence of those that they do not feel they can trust. Because of this, and because of their generally frail nature, wizards can often be seen as a liability by those not aware of the power they hide.

Races: Elves and humans are the most likely to be wizards. Elves are more tolerant of the faults of magic, even at its worst, due to their nomadic nature. Defiling simply isn’t as much of a concern if the ruined land is fifty miles behind you by the end of the next day. The solitary life lead by most half-elves makes it easier for them to conceal their wizardry, should they choose to follow that path. Some rare halflings and pterrans will take up the arts of wizardry, but these races are so closely tuned to flow of life on Athas that they will never willingly defile. Half-giants, trusting and slow-witted, rarely become wizards, and those that do rarely survive for long. Dwarves rarely take to the magic arts, though their focus allows those that do to become exceptionally skilled. Thri-kreen and muls almost never become wizards.

Alignment: Overall, most wizards display a tendency towards lawfulness. The self-control and restraint necessary to keep oneself secret, as well as the disciplined need for long days of studying take their toll on many of the less careful wizards. Most wizards of good alignment have developed the skill and control necessary to master preserving, and only in the direst of situations would a good-aligned wizard defile. Neutral or evil wizards, however, are more likely to become defilers, though evil preservers are not unheard of.

Playing a Wizard: You are a master of arcane secrets. You have learned, either on your own, or from someone in your family, how to draw on vegetable life in order to power your spells. But such power comes with a caveat, arcane magic is universally feared and hated. You might be inclined to see conspiracies and enemies where none exist, so accustomed are you to being hunted and persecuted by the general populace and sorcerer-king’s templars because of your talents.

Mostly, you adventure to perfect your understanding and mastery of magic. You likely prefer endeavors that allow frequent use of your abilities, or those that promise access to ancient lore. You might have personal goals as well, and it’s not uncommon for an Athasian wizard to adventure for the sake of riches, power, eternal life, or any other “standard” adventurer motive.

Religion: Wizards frequently find themselves at odds with the elemental forces that grant clerics their powers, though it is not unheard of for preservers to forge an Elemental Pact. Some preservers might also associate themselves with the assorted Spirits of the Land. Since they understand the sorcerer-kings to simply be exceptionally advanced wizards, they are not given to revering their kings, as some of their more naive brothers are known to do.

Other Classes: Wizards have a difficult time relating to most of the other classes. Templars and wizards are, in most cases, deadly enemies across an irreconcilable gap—the exception is those rare defilers in the employ of the sorcerer-kings. Likewise, druids are likely to consider any wizard a potential defiler, and would turn on a companion the moment this suspicion is confirmed. Due to their similar, “underground” nature, wizards feel a certain respect for bards. While preservers enjoy an uneasy truce with the elemental powers, defilers and paraelemental clerics tend to get along quite well.

Combat: Athasian wizards make use of the same general combat tactics as those described in the Player’s Handbook—that is, stay back from melee and use your spells to either destroy your enemies or enhance your companion’s abilities.

One major difference from standard wizards is that secrecy is a major component, even more so if you are a defiler. Casting even of the simplest of arcane spells can focus all of your enemies’ attention to you, even more so if you are a defiler. Be prepared to run or fly away in such cases.

Wizards on Athas: On Athas, the energy for wizardly magic doesn’t come from some extradimensional source as it does on other worlds, but from the living environment itself. It provides great power to those who can gather and shape it, though the cost to Athas can be beyond measure. In recent times wizards have emerged who have learned to draw energy from alternate sources that have no impact on the environment.

Daily Life: The kinds of activities that appeal to wizards depend largely on their alignment and energy gathering method. Good wizards spend their time trying to restore the devastation of Athas and fighting against the forces of the sorcerer-kings, while evil preservers or defilers are interested in helping themselves.

When not adventuring, Athasian wizards spend the majority of their time in study and in hiding. Much like wizards from other settings, they must constantly research new spells and study ancient arcane texts so thoroughly that they have little time to devote to other endeavors.

Notables: Usually wizards try to stay incognito for as long as they can, since their survival depends on it. However, a few wizards manage to become quite famous on Athas. Royal defilers and arena necromancers, such as Dote Mal Payn, even though hated by the general populace are sponsored by their sorcerer-kings and do not need to hide their skills. The most famous wizards are the Sorcerer Kings, of course, who can destroy both plant life and living creatures to power their spells.

Organizations: Wizardly magic on Athas isn’t as codified and formal as it is in other campaign settings. For example, there are no academies or colleges for teaching the wizardly arts. Instead, a wizard-in-training must find a teacher, which isn’t very easy in a world where wizards must hide their profession in order to survive. For protection from nearly universal hatred, the good wizards of Athas and their allies have formed secret societies, collectively known as the Veiled Alliance.

However, each city-state holds a different Alliance, they do not cooperate, and they share no leaders. Members of one Alliance do not automatically become members of another. At best, the different groups respect each other, and may offer courtesy assistance to a foreign member who arrives in town.

Defilers don't usually organize together, but they often join organizations, especially Merchant Houses and raiding tribes.

NPC Reactions: Arcane magic in Athas is viewed as more dangerous and destructive than helpful, so general NPC attitudes towards someone suspected to be a wizard range from indifferent to unfriendly. If a NPC actually witness a wizard drawing magical energy or casting a spell, the resultant fear and hatred shifts the NPC's attitude toward hostile. Arcane magic is banned in all known city-states. Templars constantly patrol the streets searching for wizards and arcane items.

Class Changes:

Skills

Deception can be chosen as a skill for Athasian wizards. They also gain the ability to write in any languages they know at the beginning of the campaign.

Spellbook

In most places on Athas, reading is illegal and the practice of magic even more so. Wizards must develop ways to hide their spellbooks from curious eyes; else they face certain discovery and death. Athasian wizards write their spells on paper or papyrus scrolls, weave them into small tapestries or the fringes of their robes, carve them into bone staves, or—in extreme cases— use complicated knot and string patterns or stone tablets. All of these collections of spells are referred to as “spellbooks” and function accordingly.

Familiar

Athasian wizards may choose from all familiars listed in the Player's Handbook, with the exception of toad and weasel, as these animals do not exist on Athas. In addition, Athasian wizards may also choose from the following familiars.

Athasian Familiars

Familiar	Special Ability
Floater	Master gains a +2 bonus on Perception checks
Critic Lizard	Master gains a +2 bonus on Persuasion checks
Kes'trekel	Master gains a +2 bonus on Dex saving throws
Speckled Hurrum	Master gains a discount when trading with Merchant Houses
Jankx	Master gains a +2 bonus on Stealth checks
Z'tal	Master gains a +2 bonus on Acrobatics checks

Spellcasting

Wizards on Athas cannot choose from any of the normal arcane traditions at second level. They must instead choose from either the **Path of the Defiler** or the **Path of the Preserver**.

Wizard Feature: Arcane Defiling

All wizards, regardless of their path, must draw the energy of the land in order to cast spells. A wizard who does so without care *defiles* the land, withering plants and ruining soil. The power of the land however, can strengthen spells.

Wizards who **do not** choose to *preserve* the life energy of the land when they cast a spell may add their spell casting ability modifier to any damage dealt by the spell, and the saving throw DC of any such spell is increased by one. When the land is defiled in this way, it leaves a ring of lifeless earth and ashen plant remains for a radius around the caster of 5ft times the level of the spell slot expended. Defiling with a cantrip leaves a barren area 5ft across, centered on the caster.

Arcane Tradition: Path of the Defiler

Raze

Starting at 2nd level when you choose this path, when you are standing in an area with living plants, you can drain their energy to power your spells, treating them as if cast with a spell slot one level higher than you actually spent. When you use this feature, all plant life within 5ft of you turns black and withers and you cannot use this feature in an area that has been defiled already.

Agonizing Raze

Starting at 6th level, when you use your Raze feature, you can also cause each creature within 5ft of to make a Constitution saving throw or take 1d6 necrotic damage. If you do, and at least one creature is damaged by this feature, you have advantage on the attack roll of the spell, if it requires one, or else targets of the spell you are casting have disadvantage on their saving throw.

Blood Magic

Starting at 10th level, you may use your Raze feature without expending a spell slot. Instead of casting a spell, you regain 2d8 hit points, plus 1d6 hit points for each creature within 5 feet that fails the Constitution saving throw from your *Agonizing Raze* feature

Destructive Raze

Beginning at 14th level, when you use your Raze feature, you can reroll any number of the spell's damage dice. You must use the second result even if it is lower.

Arcane Tradition: Path of the Preserver

Cleansing Flame

At 2nd level when you choose this path, you gain the Cleansing Flame cantrip. [NOTE: Re-flavored Sacred Flame, can only target defilers, templars who serve defilers, or undead] This cantrip never defiles, and *cannot* be used with defiling.

Backlash

Beginning at 2nd level when you choose this path, you can imbue an area of land and plants with protective magic. By expending a 1st level spell slot, you can ward a circular area centered on yourself with a 20ft radius against Defiling. A Defiler who attempts to draw the energy of this land must make a Constitution saving throw. The defiler suffers 2d6 radiant damage on a failed saving throw, and half damage on a successful save. If you expend a higher spell slot than 1st level, the radius increases by 10ft and the damage increases by 1d6 for each level above 1st.

Careful Empowerment

Beginning at 6th level, you learn to empower your spells using the life energy of the land, but without causing defiling. When you cast a spell in an area with fertile soil and plant life, you may add your spell casting modifier to the spell's damage roll, if any, and the saving throw DC for that spell is increased by one.

Preserve Life

Beginning at 10th level, you add the spells *cure wounds* and *lesser restoration* to your spellbook, if you do not have them already, and they count as wizard spells for you. In addition, you can cast *mass cure wounds* as a ritual once per day.

Avangion

At 14th level, you can use your action to activate a magical aura that sheds bright light to a radius of 10ft, and dim light for another 10ft beyond that. The aura requires your Concentration to maintain, and can be maintained for up to an hour. Within this aura, the following effects apply:

- Any magical darkness within the aura's radius is dispelled
- You and your allies within the aura cannot be charmed, frightened or possessed by aberrations or undead, and any of your allies already under such an effect from such a creature has advantage on any new saving throw against the effect.
- You and your allies within the aura have resistance to bludgeoning, slashing, and piercing damage from non-magical weapons.

Chapter III: Backgrounds

“Traders cooperate for Profit. Templars form allegiances for Domination. Psions join schools to gain Knowledge. And raiders band together for Strength. Power comes in many forms, but all who band together seek it - intentionally or unknowingly. Those who join them are caught in a web, for all organizations are tainted with corruption. The Veiled Alliance seeks to overthrow the Sorcerer-Kings and justifies murder in its ranks out of fear for discovery. The elitist Order would deny all other beings the use of psionic power and drive tens of thousands of beings insane. And the first generation dray believes they are children of a god, who has banished them from their homes. Once you realize the secrets of your organization, it is too late, for you are shackled to it. You realize you have traded your freedom for power.”

—The Oracle, Blue Shrine Scrolls

On Athas, people come in a variety of shapes, colors and sizes. All, however, have been shaped and molded by the crimson sun. Those that survive and remain to be met are certainly interesting indeed, with stories and lore all to their own.

List of Names:

Elf

Compare with half-elf names.

A

Abyuuk (elf male)
Alaa (elf female)
Alicious (elf female)
Alvys (elf male)
Areela (elf female)
Arelia (elf female)
Arien (elf male)
Arvos (elf male)

B

Bademyr (elf male)
Barak (elf male)
Borjaanu (elf male)
Botuu (elf male)

C

C'hel (elf male)
Celba (elf female)
Chirl (elf male)
Coranuu (elf male)

Crekun (elf male)

Cyne (elf male)

D

Darzus (elf male)
Deryssa (elf female)
Dukkoti (elf male)
Duukodo (elf male)
Dylauris (elf male)

E

Eevuu (elf male)
Ekee (elf female)
Elas (elf female)
Enala (elf female)
Esylk (elf female)

F

Faenaeyon (elf male)

G

Gaefal (elf male)
Galadin (elf male)
Galar (elf male)

Galek (elf male)
Gilam (elf male)
Grissi (elf female)
Guerdra (elf female)
Guuta (elf female)
Guvaano (elf male)

H

Haaku (elf male)
Hukaa (elf female)
Huyar (elf male)

I

Ikan (elf male)
Ittee (elf female)

J

Jaarati (elf male)
Jeila (elf female)
Jentil (elf female)
Jirah (elf male)
Jiras (elf male)

K

Kalihana (elf male)
Kama (elf male)
Kamnys (elf male)
Kathak (elf male)
Katza (elf female)
Keelorr (elf female)
Keyvas (elf male)
Kiiretti (elf female)
Kirga (elf female)
Kleys (elf male)

L

Lismuuk (elf male)
Lobuu (elf male)
Lorl (elf male)
Luubarra (elf female)

M

Magnus (elf male)
Mayz (elf male)

Meebog (elf male)
Meredyd (elf female)
Miiri (elf female)
Miraz (elf male)
Misteeek (elf male)
Mistella (elf female)
Mutami (elf male)
Muuton (elf male)

N

Nefen (elf male)
Nuuko (elf male)
Nuuta (elf female)
Nysia (elf female)

O

Osar (elf male)

P

Perian (elf female)
Poros (elf male)

Q

Quaar (elf male)

R

Radurak (elf male)
Raffaela (elf female)
Rhayn (elf female)
Riv (elf/tarek male)
Ruhola (elf female)
Ruvella (elf female)

S

Santhaal (elf female)
Sellak (elf male)
Shimian (elf male)
Shiral (elf male)
Silax (elf male)
Sorak (elf male)
Strannys (elf male)

T

Tala (elf female)

Tamana (elf female)
Targaz (elf male)
Tayo (elf male)
Toramund (elf male)
Traako (elf male)
Tumya (elf female)

U
Utaa (elf female)

V
Vandrellen (elf male)
Vinia (elf female)
Vollen (elf male)

W
Wik (elf male)

Y
Yalana (elf female)
Yarma (elf female)
Yaynil (elf male)

Dwarf

Compare with mul names.

B
Birgaz (dwarf male)
Bontar (dwarf male)
Brul (dwarf male)

C
Caelum (dwarf male)

D
Daled (dwarf male)
Drog (dwarf male)

F
Fyra (dwarf female)

G
Ghedran (dwarf male)
Gralth (dwarf male)

Gram (dwarf male)

H
Hai (dwarf male)

J
Jo'orsh (dwarf male)
Jurgan (dwarf male)

K
Kesi (dwarf female)
Kov (dwarf male)
Krom (dwarf male)

L
Lazra (dwarf female)
Lian (dwarf male)
Lodo (dwarf male)
Ltak (dwarf male)
Lyanius (dwarf male)

M
Murd (dwarf male)

N
N'kadir (dwarf male)

P
Portek (dwarf male)

R
Rkard (dwarf male) --- (mul male)

S
Sa'ram (dwarf male)
Strallowshax (dwarf male)
Sult (dwarf male)

T
Thurin (dwarf male)

V
Veso (dwarf male)

Y

Yarig (dwarf male)

Yerik (dwarf male)

Z

Zareb (dwarf male)

Half-elf

Compare with human and Elvish names.

A

Alie (half-elf female)

Arya (half-elf female)

Aso (half-elf female)

B

Boaz (half-elf male)

Brazin (half-elf male)

D

Drewet (half-elf female)

E

Ero (half-elf male)

F

Feera (half-elf female)

Feykaar (half-elf female)

Fyrian (half-elf male)

G

Gathalimay (half-elf male)

K

Krysta (half-elf female)

L

Laban (half-elf male)

Lafus (half-elf male)

Lorelei (half-elf female)

Luris (half-elf male)

M

Melestan (half-elf male)

Mila (half-elf female)

Mirch (half-elf male)

N

Navarch (half-elf male)

P

Poortool (half-elf male)

R

Ranis (half-elf female)

Regg (half-elf male)

Ruach (half-elf male)

S

Sadira (half-elf female)

Sareka (half-elf female)

Solzak (half-elf male)

T

Thania (half-elf female)

V

Vaerhirmana (half-elf female)

Vok (half-elf male)

W

Wek (half-elf male)

Wheetan (half-elf male)

X

Xutan (half-elf male)

Half-giant

Compare with human and giant names.

A

Atrocla (half-giant female)

C

Crag (half-giant male)

D

Den-du (half-giant male)
Doorub (half-giant male)

G
Gaanon (half-giant male)
Gall (half-giant male)
Garchom (half-giant male)
Ghurs (half-giant male)
Gigus (half-giant male)

H
Hurgen (half-giant male)

J
Jaryx (half-giant male)
Junnai (half-giant male)

P
Pegen (half-giant male)

T
T'sor (half-giant male)
Tah (half-giant male)
Tak (half-giant male)
Tutoc (half-giant male)

Halfling

A
Anezka (halfling female)

C
Cha (halfling male)

D
Derlan (halfling male)

F
Fullgrin (halfling male)

G
Grelzen (halfling female)

H

Horga-at-horg (halfling female)

L
La (halfling female)
Lokee (halfling male)

N
Nok (halfling male)

P
Pauk (halfling male)
Pletaw (halfling male)
Purhas (halfling male)

T
Tar (halfling female)

U
Urga-zoltapl (halfling male)

Z
Zivlil (halfling male)

Human

Compare with mul, half-elf, and half-giant names.

A
Abalach-re (human female)
Agis (human male)
Agu (human male)
Albeorn (human male)
Amandia (human female)
Anavias (human female)
Andiama (human female)
Andropinis (human male)
Antrifos (human male)
Arbistor (human male)
Arisphistaneles (human male)
Aristes (human male)
Astara (human female)
Astemba (human male)
Astini (human male)
Athrialix (human male)

Aukash-pad (human male)
Averil (human female)
Azzer (human male)

B

Banoc (human male)
Banther (human male)
Barakah (human female)
Bartis (human male)
Bartras (human male)
Beryl (human male)
Bevus (human male)
Borger (human male)
Borys (human male)
Brevit (human male)
Buris (human female)
Bythal (human male)

C

Caldon (human male)
Caletta (human female)
Camla (human female)
Canth (human male)
Catalyna (human female)
Catrion (human female)
Charl (human male)
Chessia (human female)
Chimali (human male)
Clavis (human male)
Cybrian (human male)

D

Daclamitus (human male)
Dahn-gen (human male)
Damras (human female)
Darian (human male)
Deva (human female)
Dhojakt (human/cilops male)
Domitian (human male)
Dorjan (human female)
Dornal (human male)
Dote (human male)
Dyan (human male)

E

E'la (human female)
Er'stali (human male)
Er'thork (human male)
Esreva (human male)
Etheros (human male)
Evrin (human male)

F

Faldar (human male)
Faria (human female)
Farlahn (human male)
Fevil (human male)
Finneal (human male)
Frayne (human male)

G

G'rshun (human male)
Gallard (human male)
Gammeg (human male)
Gar (human male)
Garreth (human male)
Gennet (human male)
Giovvo (human male)
Girias (human male)
Gotho (human male)
Grak (human male)
Grakidi (human male)

H

Haakar (human male)
Haarna (human female)
Hamanu (human male)
Hargan (human male)
Hephaestus (human male)
Herak (human male)
Herminard (human male)
Hezzerat (human male)
Hirik (human male)
Horth (human male)

I

I'toc (human male)
Ibl (human male)

Ictinis (human male)

J

Jaleen (human male)

Jaseela (human female)

Jebea (human male)

Jedra (human male)

Jotano (human male)

Judriath (human male)

Jun (human female)

Junithu (human male)

Jurthas (human female)

K

Kalak (human male)

Kargash (human male)

Katid (human female)

Kayan (human female)

Kelira (human female)

Kiah (human male)

Kilay (human male)

Kor (human male)

Korik (human male)

Korla (human female)

Ktandeo (human male)

Kyuln (human male)

L

Lalali-puy (human female)

Larech (human male)

Larkyn (human male)

Leoricus (human male)

Lestria (human female)

Limrick (human male)

Linder (human male)

Lionus (human male)

Llunet (human female)

Lor (human female)

Lorena (human female)

Lyra (human female)

M

Maetan (human male)

Mandalis (human male)

Marda (human male)

Marut (human male)

Matthias (human male)

Maurus (human male)

Mearedes (human male)

Merigal (human female)

Migena (human female)

Milo (human male)

Mirabel (human female)

Morlak (human male)

Myron (human male)

N

Nadia (human female)

Nanda (human female)

Narissa (human female)

Nauhyotl (human female)

Neeva (human female)

Nibenay (human male)

Nikolos (human male)

Niscet (human male)

Nylorac (human male)

O

Ojoba (human male)

Orel (human male)

P

Paxitus (human male)

Perkin (human male)

Pevuran (human male)

Phatim (human male)

Phronta (human female)

Portynx (human male)

Prihn (human female)

Q

Quay (human male)

R

Ragoner (human male)

Ragstol (human male)

Rajaat (human male)

Raka (human male)

Ramphion (human male)
Rasia (human female)
Rathoras (human male)
Rayne (human female)
Remar (human male)
Rogil (human male)
Rogow (human male)
Rokan (human male)
Romila (human female)
Ross (human male)
Rotlees (human male)
Ryana (human female)

S

Sa-rea (human female)
Sacha (human male)
Sachet (human male)
Salust (human male)
Selanu (human male)
Sestus (human male)
Shallin (human female)
Shrasa (human female)
Sintha (human male)
Sizzkus (human male)
Sortar (human male)
Stravos (human male)
Strom (human male)
Styan (human male)
Sycia (human female)

T

Tabaros (human male)
Taiy (human male)
Talara (human female)
Tamar (human female)
Tara (human female)
Tarkla (human female)
Tectuitley (human male)
Tella (human female)
Temmnya (human female)
Terric (human male)
Thagya (human male)
Thanik (human male)

Thaxos (human male)
Thonkin (human male)
Thorlin (human male)
Throkat (human male)
Thyraximus (human male)
Tierney (human female)
Timor (human male)
Tithian (human male)
Tordos (human male)
Toth (human male)
Truvo (human male)
Turloff (human male)
Twile (human male)

U

Ular (human female)
Urax (human male)
Uyness (human female)

V

Valuna (human female)
Valsavis (human male)
Vanous (human male)
Varanna (human female)
Varnag (human male)
Veeshte (human female)
Ves (human female)
Vesa (human female)
Volivuius (human male)

W

Waltian (human male)
Weom (human male)
Werrik (human male)
Wheelock (human male)
Wyan (human male)

X

Xamres (human male)

Y

Yarsha (human female)
Ydris (human male)

Z
Zaethus (human male)
Zalcor (human male)
Zeburon (human male)

Mul

Compare with human and dwarven names.

C
Ceul'lo'ewn (mul male)
Cocoton (mul male)

G

Grik (mul male)

I
Iamb (mul male)

M
Mersten (mul female)

N
Nesa (mul female)

O
Osa (mul female)

P
Porgo (mul male)

R
Rikus (mul male)

Rkard (mul male)

T
Tenpug (mul male)
Tomak (mul male)

X
Xanyon (mul male)

Thri-kreen

C
Chkak-a-chakk (thri-kreen)

D
Durwadala (thri-kreen)

K
K'kikrik (thri-kreen)
K'kivir (thri-kreen)
K'kriq (thri-kreen)
Kk'tkk (thri-kreen)
Klik'l (thri-kreen)
Krikik (thri-kreen)

M
Mys'tll (thri-kreen)

N
Nnn'tkk (thri-kreen)

T
T'kkyl (thri-kreen)

New Backgrounds

1. Scribe

You were either born into slavery or captured at a very young age. Luckily for you, your fate wasn't to end up in the obsidian mines, but instead, to live a life of relative luxury. You could be owned by a merchant house, the templarate or a noble house. Recently, you either escaped, were released, or your merchant passed away, granting you freedom.

Skill Proficiencies: Persuasion, History

Languages: Read and Write Cavilish (merchant's tongue) and Common.

Equipment: A bottle of lead ink, a quill, a merchant's robes, and a belt pouch containing 15 Cp

Feature: As a former slave, you are easily overlooked. You are able to slip into crowds without notice unless you draw attention to yourself. You're also able to hide yourself in large groups of slaves with the masters being unaware and the slaves being disinclined to rat you out.

2. Gladiator

You were either born into slavery or more likely captured at a very young age. You were sold into the Arena where you've learned your whole life how to fight. You have been trained to go up against large dangerous beasts from the wilds as well as other slaves or even criminals.

Skill Proficiencies: Intimidate, Perception

Weapon Proficiencies: One type of exotic weapon

Equipment: Tattered gladiators robes, a chitin chip, a bottle of Tembo blood, and a leather sack containing 15 Cp

Feature: When in a settlement you are able to earn a small amount of coin using your fighting skills. You are either able to fight other creatures for sport or train others in how to fight. You gain enough coin to feed you and put you up somewhere marginally comfortable to sleep during the night. Additionally, soldiers and mercenaries might be willing to share information with you.

3. Untrained Escaped Slave

You were either a worker in the slave pits, worked in the fields or another labor intensive job. Your life has been hard and unforgiving with those all around you succumbing to disease and weakness while you struggled to survive until your recent escape or release.

Skill Proficiencies: Athletics, Medicine

Tool Proficiencies: One type of musical instrument

Equipment: Tattered robes, a chunk of obsidian, and a cloth bag containing 10 Cp

Feature: You can gain valuable information by speaking with slaves, who will be more than willing to help you in exchange for their freedom.

4. City-State Militia

You applied to join the militia and were accepted. You underwent the basic training and have been stationed in (insert city-state name) ever since. You walk a beat and have quickly learned a few of the local undesirables, the smart ones give you regular payouts to look the other way while you get to shake those who aren't smart enough down for any contraband they might have.

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Forgery kit, one type of artisan's tools

Equipment: An obsidian spear, loose guard robes, a pair of spiked gloves, and a belt pouch containing 20 Cp

Feature: You know the underground pretty well and have often had to frequent fencers in order to transform the stolen goods you receive into cold, hard coin. In cities or large towns you are able quickly to find a fencer and sell and buy goods that would otherwise be illegal. Such fencers may also be able to put you into contact with shady types for a price.

5. Caravan Guard

You decided that joining the caravan would be an easy way to get outside of the city, make a few coins, and be back by supper. Little did you know that the wastes were crawling with things that would make good of you as supper.

Skill Proficiencies: Animal Handling, Perception

Tool Proficiencies: Skilled in riding one animal of your choosing (Kank, Inix, Mekillot, etc)

Equipment: A bag of spice, robes with a veil, a rudimentary spyglass, and a belt pouch containing 20 Cp

Feature: You are skilled in desert travel and know where safe places to rest are. When travelling along a trade route you can find a cave, crevasse or otherwise sheltered area to rest within a day's travel.

Wild Talents

Whenever a player begins playing a new character, have them call "High or Low" on a D10 and D10 Percentile roll. If they get the roll right, they receive a Wild Talent. (Feel free to change this as you like) Choose one from the list for them, or have them roll again. (DM Note: It is advised to limit these abilities to once per day for players unless they receive further training at a Psionic Academy.)

Note: All Wild Talents are bonus actions.

Body Equilibrium

You gain an enhanced sense of bodily awareness, and can shift your weight to excel in many situations.
At-Will

Effect: You move your speed. During the move, you gain advantage on Acrobatics checks to balance and do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice.

Far Hearing

For a moment, you can hear the faintest of whispers.

At-Will

Effect: Choose one 5 foot by 5 foot area you can see that is within 50 feet of you. Until the end of your next turn, you can hear as if you occupied that square.

Know Direction

With a moment's concentration, you can sense which way is true north.

At-Will

Effect: You determine which way is north. For 1 hour, you gain advantage to checks to navigate using the Survival, Nature, or Perception skills.

Mental Tools

From thought, you create matter, equipping yourself with the simple tools you need.

At-Will

Effect: You create a simple tool you can hold in one hand. The object appears in your hand or at your feet. You cannot use the object to attack or hinder another creature. The object lasts for one hour or until you use this ability again.

Object Projection

Your force of will teleports an object a short distance away.

At-Will

Effect: You teleport an object you are holding in one hand to an unoccupied square within 50 feet of you or to a willing creature within 50 feet of you.

Psionic Image

You plant the image of an object in the minds of nearby creatures.

At-Will

Target: One or more creatures in 10 feet circle

Effect: Each target must make a wisdom saving throw. (DC 10 + Proficiency Bonus + Intelligence Modifier) On a failure, each target sees the image of a Small or smaller object in your hand or in a square in the circle. The image lasts until the end of your next turn.

Psionic Spark

Wild Talent Cantrip

You focus your anger, frustration, or passion into one small object until the heat of your emotion ignites it.

At-Will

Target: One flammable object that isn't carried by another creature within 20 feet.

Effect: You cause the target to catch fire.

Sensing Eye

Wild Talent Cantrip

An image forms in your mind, revealing what you would see if you were standing some distance away.

At-Will

Effect: Choose one 5 foot by 5 foot area you can see that is within 25 feet of you. Until the end of your next turn, you can see as if in that area.

Telekinetic Grasp

Wild Talent Cantrip

With your mental strength, you can manipulate nearby objects.

At-Will

Target: One object that weighs 20 pounds or less and isn't carried by another creature within 25 feet

Effect: You manipulate the target or move it 25 feet to an area within range.

Thought Projection

Wild Talent Cantrip

You broadcast a thought or an image to nearby allies.

At-Will

Target: One or more allies in 20 feet

Effect You convey either an image or a message of 10 words or fewer to each target.

Athasian Trinkets

% Roll	Item		
01	A faro needle	30	An ock'n shell
02	A scrap of rasclinn hide	31	A small gem that holds the Focus of a dwarf
03	A thri-kreen antennae	32	Half of templar's amulet depicting the sorcerer king Hamanu
04	A roc feather fan	33	A tuft of hair from a feylaar
05	A shard of obsidian with a tiny skull inside of it	34	A piece of supple leather with the image of a forest on it
06	A necklace made with gith fingerbones	35	An aarakocra feather
07	A wyvern's stinger	36	A glass jar with tentacles in a pickling fluid
08	A small bag containing the complete skeleton of a snake	37	A whistle made of bone
09	A dried esperweed flower	38	An elven rattle made from a tortoise shell
10	A bone insignia of rank from Yaramuke	39	A jankx spur
11	A hardened sand painting depicting a gladiator match	40	A tooth from a water drake that always has condensation on it
12	A leather amulet with a strange rune on it	41	An agafari wood needle
13	A vial that contains silt from the bottom of the silt sea	42	A bone key of Balican design
14	A crystal eye from a crystal spider	43	A halfling war fetish with dried blood on it
15	A dried out hurrum beetle that hums	44	A broken pterrann thanak
16	A coin made from carved carapace	45	A wooden toy in the shape of a mekillot
17	A small set of bones, looks like a complete humanoid, very small 1'	46	A mummified hand of a thrax
18	A rough stone statue of a crodlu	47	A holy symbol of an elemental priest of water
19	A treasure map written on parchment with names of places you've never heard of	48	A sharpened feather
20	A broken bone heartpick inscribed with the history of a long dead Tarek tribe	49	A tkaesali head formerly owned by a disgraced Nikaal
21	A lock of giant hair	50	A perfectly round black obsidian orb 2" in diameter with a small chunk taken out of it
22	A small wooden statue of a small halfling like creature you've never seen before	51	A ceramic coin minted by a long dead merchant house
23	A ring made of agafari wood	52	A fire drake scale that is always warm to the touch
24	A petrified Kes'trekel egg	53	An inert Psionicus
25	A smooth cylinder made from dasl	54	The tip of a kirre's horn
26	A small rock that was once part of a stone elemental	55	A small piece of bronze hammered into the form of a bearded dwarf's head
27	A vial with the saliva of an id fiend	56	A 6" piece of cha'thrang tether
28	A hardened bone slave's collar	57	A small wooden top, when you spin it you hear the rushing wind, but no one else does
29	A scroll with a spell written incorrectly on it	58	A piece of crystal that lightly vibrates

59	A templar amulet from the city of Kalidnay	79	A cracked belgoi's bell
60	A tiny sketch of a small humanoid the likes of which you've never seen	80	A rusted scale
61	An erdlu beak with string tied to it, to make a mask	81	An Urikite beard ring
62	A dried out kank honey globule	82	A skull of a Pristine Tower warped creature
63	A crystal with a face that bears uncanny likeness to you etched inside of it	83	A wooden box filled with dried leaves from the Crescent forest
64	A glass bead, hardened by psionics	84	A silk veil
65	A small stone box with unknown ashes in it	85	A wooden plate with a drawing of the Sunrise Home on it
66	A small wooden sailcart toy	86	A small stone statue taken from a building in Nibenay
67	A pouch filled with defiler ash	87	A flask with water from the Lake of Golden Dreams
68	A small sundial	88	A small bottle with sand from the Black Sand region
69	An incense holder carved in the likeness of a silt horror	89	A piece of ceramic with the image of silk skimmer on it
70	A piece of wax imprinted with the image of the Grand Vizier	90	A skull carved from lava rock
71	A small stone carving of the Raamic god, Badnu	91	An ancient coin from Giustenal
72	A broken jade disk inscribed with the image of a Draji templar holding up a heart	92	A faded writ of trade from Kurn
73	An Athasian sloth's tooth carved with the image of a halfling village on it	93	A drumstick from the forgotten city of Eldaarich
74	A small orange flag with crossed carrikals in black on it	94	A stone tablet with names of ancient knights
75	A gord with dried herbs	95	A clay tablet with unknown runes on it
76	A small piece of leather which holds several small pieces of dried sap	96	A bone plate with images of Ral & Guthay etched on it
77	A broken M'Ke trade coin	97	A yellow scrap from an Urikite Templar's cloak
78	A ceremonial dagger given to free a gladiator slave from Tyr	98	A ceramic disk in the shape of the sun
		99	An arrowhead made by a dead elven tribe
		00	A small iron hammer made by an ancient dwarven clan

Chapter IV: Equipment

“I have heard tales that suits of clothing fashioned from metal have even been found from time to time. It is generally agreed that these were worn by warriors to protect against the blows of enemy weapons. I can only speculate that the climate must have been far cooler in those ancient days. Any fool that would wear such clothing now would die faster from heat stroke than he would have from the weapons of his foes.

Still, the idea that there was once enough metal in the world to allow such a garment to have been manufactured astounds me. There are even rumors that mounds of steel, silver, and gold lie hidden in the deepest tunnels of certain forlorn cities. I have never seen such a thing myself, but if such treasures exist, they will reward those who find them most handsomely. Those who control such stores of metal can buy food, power, influence, and sometimes even the sorcerer-king’s protection.”

—The Wanderer’s Journal

Dark Sun characters must be well equipped in order to endure the rigors of Athas. This chapter covers a variety of topics related to mundane equipment that every hero needs to survive and prosper.

Equipping a Character

Characters in Dark Sun receive the same starting packages as their Player’s Handbook and Expanded Psionic Handbook counterparts. This means they receive the same starting funds (converted to ceramic pieces; see below for more information on the currency of Athas), have access to the same weapons, armor, and equipment that their funds allow.

Wealth & Money: All prices in Dark Sun are given in terms of ceramic pieces. 10,000 bd = 1,000 bits = 100 Cp = 10 sp = 1 gp.

Currency Conversions

Athasian Currency	Player’s Handbook Equivalent	Ceramic Pieces
Lead bead (bd)	Copper piece (cp)	1/100
Ceramic bit (bit)	Silver piece (sp)	1/10
Ceramic piece (Cp)	Gold piece (gp)	1
Silver piece (sp)	Platinum piece (pp)	10
Gold piece (gp)	N/A	100

Prices for goods and equipment in the Player’s Handbook, except as stated here, convert directly from gold to ceramic. For example, rather than costing 10 gp, a suit of leather armor would cost 10 Cp. Items that must be made using metal components, however, retain their full Player’s Handbook cost.

Note: Cp (ceramic pieces) must not be confused with cp (copper pieces).

Ceramics are made from glazed clay and baked in batches once a year in a secure process supervised by the high templar that supervises the city’s treasury. Bits are literally one-tenth parts of a ceramic piece—the ceramic pieces break

easily into ten bits. Some cities' ceramic pieces have small holes that can be threaded onto a bracelet or necklace. The lowest unit of Athasian trade is the lead bead (bd).

In general, the Athasian economy in the cities is relatively stable thanks to the Merchant Houses. Under normal conditions, supply is ample thanks to the caravans traveling back and forth between the cities. However, for smaller communities and trade outposts the price situation on certain goods can sway drastically. A raider attack or sandstorm can result in lack of necessities such as food and water, for which people will pay almost any amount of coin. Coins are not the only means of exchange. Barter and trade in commodities is widespread.

Weapons

Characters in a Dark Sun game use a variety of weapons: some with direct counterparts in the Player's Handbook, some without. The Athasian Weapons table on page 80-81 details new weapons available for Dark Sun campaigns.

Inferior Material and Athasian Weapons: Metal is rare on Athas, and many weapons ordinarily crafted using metal components are extremely expensive.

Unworked iron is worth 100 Cp per pound on average, but can cost much, much more in some places. Worked metal is even more expensive, as craftsmen who actually know how to craft metal items are rare at best. Most metal weapons are items dating back to the Green Age, or have been crafted from the meager resources of Tyr's iron mines.

Due to the rarity of metal, weapons and other items constructed primarily from metal are priced at their Player's Handbook listed cost in gp—they are not converted to Cp. For example a metal longsword costs 15 gp (or 1,500 Cp). Weapons and items containing only small quantities of metal are priced at half their Player's Handbook listed cost in gp. Divide the listed Player's Handbook price by 2.

For example, 20 metal-tip arrows cost 50 Cp. Due to the extremely high cost of metal weaponry, most weapons from the Player's Handbook are constructed from inferior, but functional, materials instead on Athas. Most common are bone and stone such as flint or obsidian, but treated wood is sometimes used as well. Weapons constructed from inferior materials, such as a bone longsword or an axe with a head made from stone, suffer a –1 penalty to attack and damage rolls. This penalty cannot reduce damage dealt below 1. These weapons cost half of the listed price in the Player's Handbook. Convert the listed Player's Handbook price to Cp, and then divide the cost by 2. For example a bone shortsword costs 5 Cp.

The following weapons from the Player's Handbook can be constructed from non-metal materials without penalty: bolas, all bows (and arrows), club, all crossbows (and bolts), dart, dagger, greatclub, javelin, all lances, all maces, net, nunchaku, quarterstaff, sai, sap, sling (and bullets), all spears, and whip. They weigh the same as listed in the Player's Handbook. These weapons cost 1% of the listed price in the Player's Handbook. Simply convert the listed price in the Player's Handbook to Cp. For example, a spear listed at 2 gp in the Player's Handbook costs 2 Cp.

Furthermore, due to the rarity of metal, Athas has its share of unique weapons designed to be constructed from non-metal materials; as such, they do not suffer from the inferior materials penalties described above. Bone and wood weapons weigh 1/2 of their metal equivalents, but stone weapons weigh twice as much.

Critical Hit Rules: Due to the inferiority of non-metal weapons, if a character or creature wielding a non-metal (or if non-metal, non-magical) weapon succeeds on a critical hit, they must roll a D30 and decide which two number ranges the weapon won't break on. Low is 1-10, Medium is 11-20 and High is 21-30. For example: Rikus makes a critical hit on the Tembo with his bone longsword. He declares "Low and High." for his D30 roll. He then rolls, and the D30 lands on 15. The weapon therefore breaks. (If you don't have a D30, feel free to swap in some other dice set.)

Weapon Materials

Material	Cost	Weight	Damage	Hit Probability
Metal	100%	100%	---	---
Obsidian/Stone	5%	75%	---	-1
Bone	3%	50%	-1	-1
Wood	1%	50%	-2	-1

Athasian Weapons

Name	Cost	Damage ¹	Weight	Properties
<i>Simple Melee Weapons</i>				
Puchik	4 Cp	1d4 piercing	1 lb.	Light
Quabone	3 Cp	1d6 piercing	4 lb.	
Tonfa	5 Cp	1d4 bludgeoning	2 lb.	
Great Tonfa	10 Cp	1d6 bludgeoning	5 lb.	Two-handed
<i>Simple Ranged Weapons</i>				
Blowgun	5 Cp	1	4 lb.	
Needles, blowgun (20)	1 Cp	—	—	
Pelota	2 Cp	1d4 bludgeoning/piercing	1 lb.	
<i>Martial Melee Weapons</i>				
Forearm Axe	30 Cp	1d4 slashing	6 lb.	Light
Macahuitl, Small	20 Cp	1d6 slashing	2 lb.	Light
Slodak	18 Cp	1d6 slashing	4 lb.	Light
Tortoise Blade	20 Cp	1d4 piercing	2 lb.	Light
Alak	7 Cp	1d6 piercing	6 lb.	
Alhulak	40 Cp	1d6 piercing	9 lb.	Reach
Carrikal	10 Cp	1d8 slashing	6 lb.	Versatile (1d10)
Impaler	8 Cp	1d6 piercing	5 lb.	Heavy
Macahuitl	35 Cp	1d8 slashing	5 lb.	Finesse
Crusher, Fixed	60 Cp	1d8 bludgeoning	12 lb.	Two-handed, reach, heavy
Datchi Club	5 Cp	1d8 bludgeoning	10 lb.	Two-handed, reach
Gouge	20 Cp	1d10 piercing	12 lb.	Two-handed
Macahuitl, Great	50 Cp	2d6 slashing	12 lb.	Two-handed

Maul	25 Cp	1d12 bludgeoning	10 lb.	Two-handed
Tkaesali	8 Cp	1d10 slashing	15 lb.	Two-handed, reach
Trikal	10 Cp	1d8 slashing	7 lb.	Two-handed
Bard's Friend	20 Cp	1d4 piercing	1 lb.	Light
Ko·	1 Cp	1d4 piercing	3 lb.	Light
Garrote, Bard's	200 Cp	2d4 bludgeoning	1 lb.	Light
Handfork	20 Cp	1d4 slashing	2 lb.	Light
Lajav	8 Cp	1d4 bludgeoning	8 lb.	Light
Singing Sticks	10 Cp	1d6 bludgeoning	1 lb.	Light
Talid	40 Cp	1d6 piercing	4 lb.	Light
Widow's Knife	50 Cp	1d4 piercing	2 lb.	Light
Wrist Razor	15 Cp	1d6 slashing	2 lb.	Light
Elven Longblade	100 Cp	1d8 slashing	3 lb.	Finesse
Heartpick	9 Cp	1d8 piercing	2 lb.	
Master's Whip	25 Cp	1d3 slashing	5 lb.	Reach
Cahulak ⁵	120 Cp	1d6/1d6 piercing	12 lb.	Two-handed
Crusher, Free	18 Cp	1d10 bludgeoning	12 lb.	Two-handed, reach, heavy
Dragon's Paw ⁵	80 Cp	1d6/1d6 piercing	9 lb.	Two-handed
Gythka ⁵	60 Cp	1d8/1d8 slashing	25 lb.	Two-handed, finesse
Lotulis ⁵	115 Cp	1d8/1d8 slashing	9 lb.	Two-handed
Spear, double-tipped	20 Cp	1d8/1d8 piercing	6 lb.	Two-handed
Thanak	20 Cp	2d6 slashing	10 lb.	Two-handed
Weighted Pike ²	75 Cp	1d8/1d6 bludgeoning/piercing	15 lb.	Two-handed
Swatter	100 Cp	2d8 bludgeoning	35 lb.	Two-handed, heavy
Mekillot Sap	25 Cp	2d8 bludgeoning	30 lb.	Two-handed, reach
<i>Martial Ranged Weapons</i>				
Blowgun, greater	10 Cp	1d4 piercing	4 lb.	
Darts, blowgun (10)	1 Cp	—	1 lb.	
Chatkcha	20 Cp	1d6 piercing	3 lb.	

Dejada	20 Cp	1d6 piercing	2 lb.	
Pelota, Dejada	2 Cp		1 lb.	Thrown
Lasso	2 Cp	—	2 lb.	Special
Net	20 Cp	—	10 lb.	Special
Skyhammer	50 Cp	1d10 bludgeoning	6 lb.	Heavy
Splashbow	300 Cp	1d4 bludgeoning	60 lb.	
Pelota, Hinged	5 Cp		2 lb	

1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

2 Double weapon. (This weapon can be used to attack twice, once using an attack action and once with a bonus action, as if you were dual-wielding. For more information, consult the two-weapon fighting rules in the Player’s Handbook.)

Cahulak: A cahulak consists of two alaks (see above) joined by a 5-foot rope. You may fight as if fighting with two weapons. A creature using a double weapon in one hand, such as a half-giant using a set of cahulaks can’t use it as a double weapon. When using a cahulak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). Because the cahulak can wrap around an enemy’s leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the cahulak to avoid being tripped. If you strike at an opponent 10 ft. away, you cannot use the cahulak as a double weapon unless you possess natural reach.

Carrikal: The sharpened jawbone of a large creature is lashed to a haft. The jagged edges are sharpened, forming a sort of battleaxe with two forward-facing heads.

Chatkcha: The chatkcha returns to a proficient thrower on a missed attack roll. To catch it, the character must make an attack roll against AC 10 using the same bonus they threw the chatkcha with. Failure indicates the weapon falls to the ground 10 ft. in a random direction from the thrower. Catching the chatkcha is part of the attack and does not count as a separate attack.

Crusher: The crusher is made from a large stone or metal weight, mounted at the end of a 15-foot long shaft of springy wood. The weight is whipped back and forth. The crusher is a reach weapon. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. You need a 15-foot ceiling to use the weapon, but it can reach over cover. Crushers come in two varieties, fixed and free. A fixed crusher requires a base to use. The fixed crusher’s base is enormously heavy, usually consisting of a thick slab of stone with a hole drilled through it to support the crusher’s pole. The base is transported separately from the pole, and it takes one full minute to set the fixed crusher up for battle. The fixed crusher is a martial weapon, finding most use in infantry units. It is possible to use the crusher pole without the base as a free crusher, but this requires considerable expertise (DM’s permission).

Datchi Club: A datchi club has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. This weapon, generally found in the arenas, is made by affixing a 4-5 foot length of dried insect hive or roots to a three-foot long shaft. Teeth, claws, or obsidian shards are embedded into the head of the weapon.

Dejada: The dejada allows the wielder to throw pelota (see the pelota description for details). These pelotas deal more damage than those thrown by hand, due to the great speed at which they are thrown from a dejada.

Dragon’s Paw: Popular in the arenas, the dragon’s paw consists of a five or six-foot long pole, with a blade on either end. A basket guards your hands from attack, granting a +2 bonus on all attempts to defend against being disarmed. A dragon’s paw is a double weapon. You may fight as if fighting with two weapons. A creature using a double weapon in one hand, such as a half-giant using a dragon’s paw can’t use it as a double weapon.

Forearm Axe: Strapped to the forearm like a buckler, the forearm axe resembles a double-headed battleaxe, with the wearer's arm serving as the haft of the axe. You may continue to use your hand normally, but you cannot attack with the forearm axe and a wielded weapon in the same hand in one round. Your opponent cannot use a disarm action to disarm you of a forearm axe.

Garrote, Bard's: This exotic weapon is made from giant hair. A bard's garrote can only be used as part of a grapple attack, and you must wield it with both hands regardless of your size. As part of a grapple attack, using a garrote subjects you to attacks of opportunity and all other limitations described in the Player's Handbook grappling rules, except that as follows: The garrote inflicts 2d4 points of nonlethal damage plus 1.5 times your Strength bonus. You can use a bard's garrote to deliver a coup de grace (Consult DM, no official 5th edition coup de grace rules).

Gouge: Worn in an over-the-shoulder harness, the gouge is commonly found in the Nibenese infantry. A wide blade of bone, obsidian or chitin is mounted to a three-foot long shaft of wood. Your opponent cannot use a disarm action to disarm you of a gouge while you are wearing the harness. Removing the harness is a move action.

Gythka: A gythka is a double weapon. You may fight as if fighting with two weapons. A creature using a double weapon in one hand, such as a half-giant using a gythka can't use it as a double weapon.

Handfork: The handfork, most popular among tareks, is a slicing weapon with a handle-grip and obsidian blades that join above the knuckles in an "M" shape.

Heartpick: The name of this weapon expresses its simple intent. Usually made of bone, the heartpick is a hammer like weapon with a serrated pick on the front, and a heavy, flat head on the back.

Impaler: Like many Athasian weapons, the impaler was developed for the arenas. Two blades are mounted parallel to the end of a four-foot long shaft, forming a bladed 'T'. The impaler is swung horizontally or vertically with great force.

Ko•: The Ko• combines a jagged blade that has been carved from a roughly oval stone. This exotic weapon of kreen manufacture is typically used in matching pairs. The ko• is designed to pierce chitin, shells and tough skin. If a ko• is used against a creature with natural armor, the attacker gets a +1 bonus to attack rolls.

Kyorkcha: The kyorkcha is a more dangerous variant of the chatkcha. This tohr-kreen weapon consists of a curved blade, much like a boomerang, with several protrusions along the edge, as well as jutting spikes near each end.

Lajav: The lajav is a kreen weapon designed to capture opponents. It incorporates two flattened bones, joined in a hinge about two feet from the end. The result looks something like a nutcracker, and is used roughly in the same crushing way. If you hit an opponent at least one size category smaller than yourself with a lajav, you can immediately initiate a grapple (as a free action) without provoking an attack of opportunity. Regardless of your size, you need two hands to use a lajav, since a second hand is required to catch the other end of the lajav. As with the gythka, kreen are able to wield two lajav at a time because of their four arms.

Lasso: This weapon consists of a rope that you can throw and then draw closed. The total range of your lasso depends on the length of the rope. Throwing a lasso is a ranged touch attack. If you successfully hit your opponent, make a grapple check. If you succeed at the grapple check, then your opponent is grappled, and you can continue the grapple contest by continuing to pull on the rope. You can make trip attacks with a lasso against a grappling opponent. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

Longblade, Elven: You can use the finesse feature to apply your Dexterity modifier, rather than your Strength modifier, to all attack rolls made with the elven longblade.

Lotulis: Two barbed, crescent shaped blades adorn either end of the lotulis, a double weapon once popular in the arena of Tyr. You may fight as if fighting with two weapons. A creature using a double weapon in one hand, such as a half-giant using a lotulis can't use it as a double weapon.

Macahuitl: A macahuitl is a sword painstakingly crafted using a core of solid wood, with small, sharp shards of obsidian embedded into the wood to form an edge on two opposite sides of the weapon. These weapons are swung like

the scimitar, though macahuitls tend to require more maintenance. The macahuitl is especially popular among the Draji, who seem to be the only ones who can easily pronounce this weapon's Draji name ("ma-ka-wheet-luh"). Non-Draji simply refer to it as the "obsidian sword" or the "Draji sword."

Mekillot Sap: The mekillot sap is a soft but tough large leather bag filled with fine gravel or sand, stitched together with giant's hair, and tied to the end of a five-foot rope. The throwing sap is swung overhead with both hands. A mekillot sap has reach, so you can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can grip the rope higher, and use the mekillot sap against an adjacent foe. You can make trip attacks with the mekillot sap. If you are tripped during your own trip attempt, you can drop the sap to avoid being tripped. You get a +2 bonus to your opposed Strength check when attempting to trip your opponent.

Master's Whip: The master's whip is usually braided from giant hair or leather, and has shards of chitin, obsidian or bone braided into the end of the whip. Unlike normal whips, the master's whip deals damage normally, has only a ten-foot range, and you apply your Strength modifier to damage dealt. In all other respects, it is treated as a normal whip.

Maul: A maul is effectively a very large sledgehammer that crushes opponents to death. This weapon is commonly used by dwarves, muls, half-giants and other creatures that value great strength.

Pelota: Popular in arena games and increasingly popular in the street games of some city-states, pelota are hollow leaden spheres with small holes that cause the sphere to whistle as it flies through the air. The surface of most pelota is studded with obsidian shards. You can use the dejada throwing glove to cast pelota at much higher speed and with greater accuracy, dealing more damage than a pelota thrown by hand.

Pelota, Hinged: To the careless eye a hinged pelota looks like an ordinary pelota without obsidian spikes. Hinged pelota can be twisted open like a small jar. Bards and assassins often use this feature to insert a splash-globe—a thin crystal sphere that contains acid, injury poison, contact poison, alchemical fire, or some other liquid. When the pelota strikes, the globe breaks, spilling the liquid through the holes of the pelota. Like pelota, hinged pelota can be thrown with a dejada. Hinged pelotas are also used as ammunition for the splashbow.

Puchik: A bone or obsidian punching dagger.

Quabone: Four jawbones are fastened around a central haft, at right angles to one another. The quabone is often used in the arenas. The wounds it inflicts are non-lethal, yet have entertainment value, as the quabone tends to open up many small cuts that bleed freely—for a brief time.

Singing Stick: A singing stick is a carefully crafted and polished club, often used in pairs. Singing sticks draw their name from the characteristic whistling sound they make when used. In the hands of a nonproficient character, singing sticks are nothing more than light clubs.

Skyhammer: The sky hammer consists of a 10-foot length of rope with a large hammer-like object at one end. Its rope is coiled and swung around the body two-handedly until enough momentum is gained to hurl the hammer at a target. A successful hit grants a free trip attempt, and you receive a +4 bonus to your opposed Strength roll due to the momentum of the skyhammer.

Slodak: The slodak is a wooden short sword, carved from young hardwood trees and treated with a mixture of tree sap and id fiend blood. This treatment renders the blade of the weapon extremely strong, making it a deadly weapon.

Spear, Double-Tipped: A double-tipped spear is a double weapon. You can fight with it as if fighting with two weapons. A creature wielding a double-tipped spear in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Splashbow: This exotic weapon looks like a misshapen crossbow, only three feet long from bow to handle, but with a horizontal bow nearly five feet wide. Rather than bolts, the splashbow fires hinged pelotas, which can be filled with splash-globes of alchemical fire, contact poison, acids, or other interesting liquids. Splash-globes burst on impact,

spraying their contents like a thrown grenade. The splashbow takes a full round to draw and load, assuming that the hinged pelotas have already been prepared.

Swatter: The swatter is a popular name for a half-giant weapon consisting of a heavy spiked club made from hardwood, with a bronze or lead core in the tip for added weight. The swatter got its name from the tales of a half-giant soldier who reputedly used a similar weapon to defeat an entire thri-kreen hunting party.

Talid: The talid, also known as the gladiator's gauntlet, is made of stiff leather with metal, chitin or bone plating on the hand cover and all along the forearm. Spikes protrude from each of the knuckles and along the back of the hand. A sharp blade runs along the thumb and there is a 6-inch spike on the elbow. A strike with a talid is considered an armed attack. The cost and weight given are for a single talid. An opponent cannot use a disarm action to disarm a character's talid.

Thanak: The thanak is a chopping weapon of pterranean manufacture resembling a jagged sword or sawblade. It consists of a pair of hardwood strips bound together, with a row of pterrax teeth protruding from between them along one edge of the weapon particularly capable of slicing through muscle and sinew. On a critical hit, the thanak inflicts one point of temporary Strength damage in addition to triple normal damage.

Tkaesali: This polearm, commonly used by the nikaal, consists of long wooden haft topped with a circular, jagged blade. A tkaesali has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Tonfa: The tonfa is a stick with a short handle, and is popular among street-patrolling Nibenese templars and their guards. You can deal nonlethal damage with a tonfa without taking the usual -4 penalty.

Trikal: Three blades project radially from the business end of a six-foot long haft. A series of sharp serrated edges line the shaft below the foot-long blades, while the far end of the weapon is weighted, in order to balance the weapon. Because of the trikal's curved blades on the top of the weapon, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the trikal can be dropped to avoid being tripped.

Tortoise Blade: The tortoise blade consists of a foot-long dagger mounted to the center of a shell. The tortoise blade is strapped over the wearer's hand, preventing them from holding anything but the tortoise blade. The tortoise blade also functions as a buckler, granting a +1 armor bonus. A masterwork tortoise blade either functions as a masterwork shield or a masterwork weapon (or both, for twice the normal masterwork cost).

Weighted Pike: A solid head, generally stone or baked ceramic, is mounted on the end of a spear or a pike. A weighted pike is a double weapon. You may fight as if fighting with two weapons. A creature using a double weapon in one hand, such as a half-giant using a weighted pike can't use it as a double weapon.

Widow's Knife: Two prongs are hidden within the hilt of a widow's knife. On a successful hit, you may trigger the prongs by releasing a catch in the hilt as a free action. The prongs do an additional 1d3 points of damage (1d2 for a Small widow's knife) when sprung, and take a standard action to reload.

Wrist Razor: Several shards of obsidian or bone are fastened to a strip of leather or other binding material, or are lashed onto the forearm of the wielder. Wrist razors are hard to disarm, granting you a +2 bonus when opposing a disarm attempt.

Armor

All forms of armor given in the *Player's Handbook* have a non-metal equivalent that costs 1/100th of the cost listed in the *Player's Handbook*; simply change the gp price to Cp. In addition to being the equivalent of armor on a metal rich world, thousands of years of tortuous heat have lead Athasian armorers to develop ingenious air ventilation and air circulation methods. This allows medium and heavy armors to be worn in the Athasian heat.

While Athasian characters use all the varieties of armor described in the *Player's Handbook*, the armor they use incorporates materials commonly found in the world around them. Though most of the armors are made using various parts of common Athasian animals, the armor construction process makes use of several different reinforcement methods developed over time. Many of the armors are highly composite, made using the pieces of several different animals –no two suits of armor look quite alike. Through the use of hardening resins, shaped chitin and stiff leather backings, Athasian armorers can craft remarkably durable armors from the material at hand.

Breastplate, Full Plate and Half Plate: These armors are constructed using choice plates taken from shelled animals, such as mekillots or braxat.

Studded Leather: This armor is crafted using close-set rivets made of bone, hardwood, stone, or talons.

Shell Armor: Shell armor is made by weaving giant's hair around the shells of various small creatures such as an aprig. Shell armor is the Athasian equivalent to the *Player's Handbook's* chain mail armor.

Chitin Armor: This armor is skillfully made by interlocking hexagonal bits of chitin (usually carved from a kank's carapace). Chitin armor is the Athasian equivalent to the *Player's Handbook's* chain shirt armor.

Scale mail: Scale mail is usually made from the scales of an erdlu, inix or other naturally scaled creatures.

Banded Mail and Splint Mail: These armors are fashioned from shavings of agafari wood, bonded to softer, more flexible woods, and treated with a hardening resin.

Special Substances & Items

The following items are often, but not always available for sale in the Bard's Quarter of most city-states. Contacting someone willing to sell these and other associated goods usually requires proficient use of the Deception, Persuasion, and/or Investigation skills.

Special Substances & Items

Item	Cost	Craft DC
Esperweed	250 Cp	---
Hypnotic Brew	30 Cp	15
Pre-poisoned darts	Poison cost + 10 Cp	20
<i>Splash-globe</i>		
Acid	10 Cp	15
Liquid Darkness	35 Cp	15
Liquid Dust	25 Cp	20
Liquid Fire	20 Cp	20
Liquid Light	40 Cp	15
Poison	Poison cost x 1.5	Varies

Esperweed: This rare and notoriously addictive herb cannot be cultivated, and does not last more than a single week after being picked, unless somehow magically kept fresh (as through the *nurturing seeds* spell). After esperweed is eaten, a DC 12 Constitution save must be made. Failure results in nausea for one minute. If the save is made, the eater has managed keep the esperweed down, taking 1d4 points of Strength damage, but you also begin to regain one power point per minute, up to 10% above your normal power point limit (round down). You also gain the *empathy* power as a psi-like ability that can be used once per day. Manifester level is equal to 1/2 Hit Dice (minimum 1st). These benefits last for one hour, after which you lose all remaining power points. These power points are spent first when manifesting powers (much like temporary hit points).

Hypnotic Brew: This is a tasteless, odorless mixture of herbs commonly peddled in Bard's Quarters. It is typically used by bards and mindbender to "soften up" a target before attempting to manipulate or manifest a power. When a hypnotic brew is imbibed, the drinker's Wisdom saves suffer a -2 circumstance penalty for 1 hour if they fail a Constitution save (DC 15).

Pre-poisoned Darts: Athasian bards sometimes sell especially prepared blowgun darts that contain a dose of injected poison inside a hollow tip, protected with a wax plug. This reduces the risk of self-poisoning to 2% rather than 5%. You can remove the wax plug as a free action while preparing to fire the dart.

Splash-globes: Splash-globes are spherical glass jars containing contact poison or up to half a pint of some alchemical fluid. In addition to bursting on impact like any grenade, splash-globes can be placed in hinged pelota, thus giving the grenade additional range when fired through a splash-bow or dejada. The following types of splash-globes are available:

Acid: Standard flask acid can be placed in splash-globes.

Contact Poison: Any contact poison can be placed in a splash-globe.

Liquid Darkness: Anyone struck directly by liquid darkness must make Dexterity save (DC 15) or be blinded for one minute. Those splashed with liquid darkness have their vision blurred for one minute if they fail a DC 15 Dexterity save, granting their opponents concealment. In addition, all natural fires within the splash area are instantly extinguished. Liquid darkness immediately extinguishes liquid light.

Liquid Dust: The liquid from this splash-globe turns into dust on contact with the air. You can use this liquid to cover up to 20 5-foot squares of tracks. On impact, liquid dust forms a 15-foot diameter cloud, ten feet high that lasts one round. Alternately, liquid dust can be launched via splash-globes. Anyone struck directly by liquid dust must make a DC 15 Constitution save each round for one minute; failure dictates that they are nauseated for that round. Those splashed with liquid dust suffer the same effect for one round if they fail a DC 15 Constitution save.

Liquid Fire: Alchemist's fire can be placed in splash-globes.

Liquid Light: This splash-globe contains two liquids that mix together when the splash-globe is ruptured. The resulting mixture glows for eight hours. If you break the liquid light globe while it is still in its pouch, the pouch can serve as a light source just like a sunrod. Anyone struck directly by liquid light must make a DC 20 Constitution save or be temporarily dazzled (–1 on all attack rolls) for 1 minute, and will glow in darkness for eight hours unless they somehow cover the affected areas. Creatures splashed with liquid light (see grenade rules) also glow in the darkness, but are not blinded.

Version History

Change is in the air, and change has never come gently to Athas.”

—Oronis, sorcerer-king of Kurn

V1.0: First official completion of the Dark Sun Player’s Handbook for 5th edition. (December 29th, 2014)

V1.1: Various changes (January 4th, 2015)

- P.46 Playing a Druid, Paragraph 2, Line 1: “You, like nature itself, [are] neutral.”
- P.47 Daily Life, Paragraph 2, Line 1: “The Athasian Druid is a wanderer who hunts down a powerful defiler that has [spoiled] the wastes or a...”
- P.48 Druid Class Changes: Added Wild Shape creatures
- P.54 Psion, Added proficiency in Psionics for Psion (Whoops!)
- P.79 Equipment, Added Critical Hit Rules

V2.0: Major Update! (April 8th, 2015)

- P.4 Edited Disclaimer
- P.10 Added Aarakocra
- P.19 Updated Elf Run DC’s to 5th edition
- P.23 Edited Half-Giant entry (Size is now medium instead of large)
- P.27 Edited Halfling entry (Killing Machines now for all weapons)
- P.37 Added Barbarian Flavor Notation
- P.40 Changed Bard Proficiencies (Note that Bard is still WIP)
- P.47 Changed Air Cleric Channel Divinity to “Guiding Winds” for Balance
- P.49 Changed Water Cleric Abilities
- P.49 Added Sun Cleric Domain
- P.83 Simplified Wild Talents (More to come)
- P.89 Reworked Athasian Weapons